

The Inside Story on New Studio 3DO M2 Games!



3DO

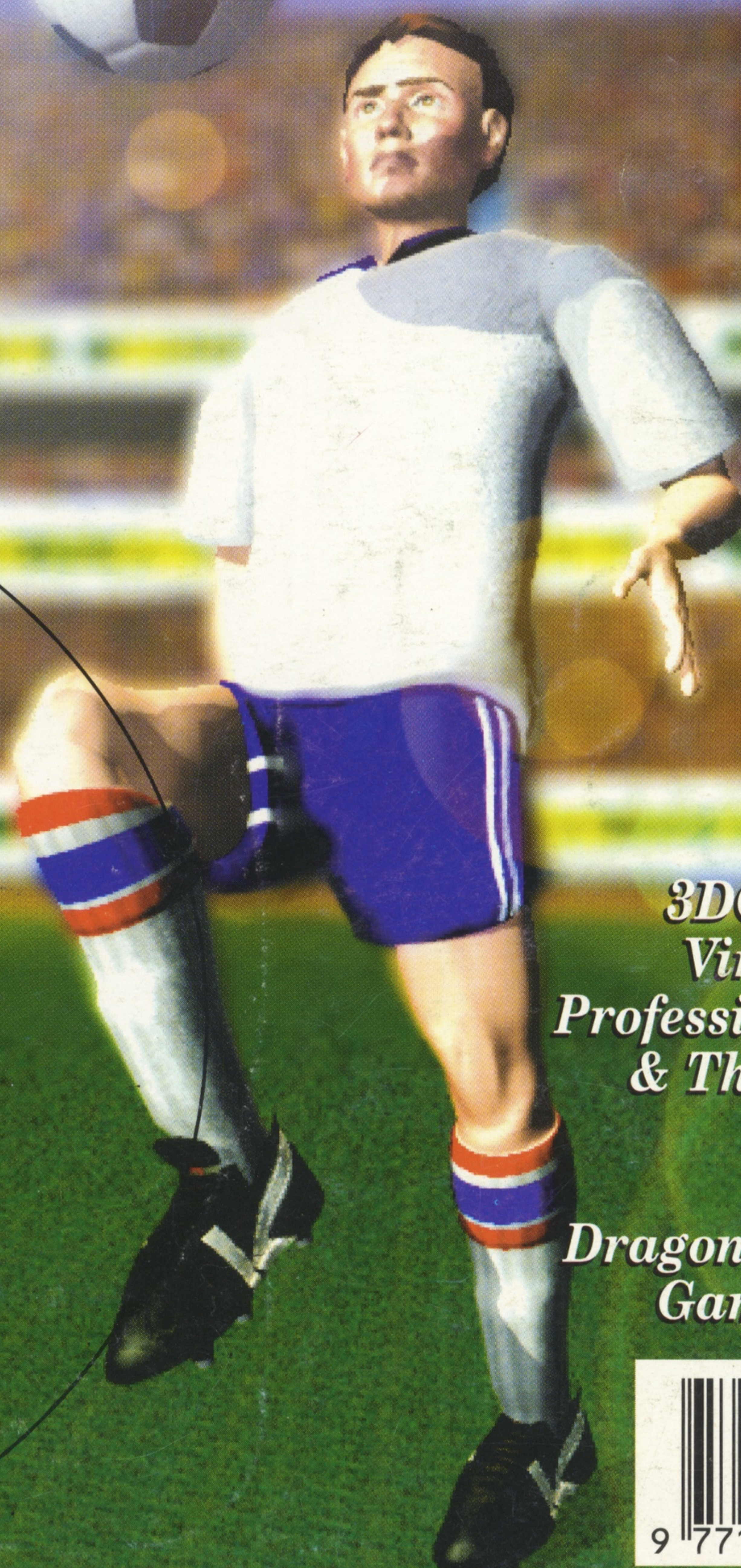
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Magazine

US Gold get the fever
***Olympic
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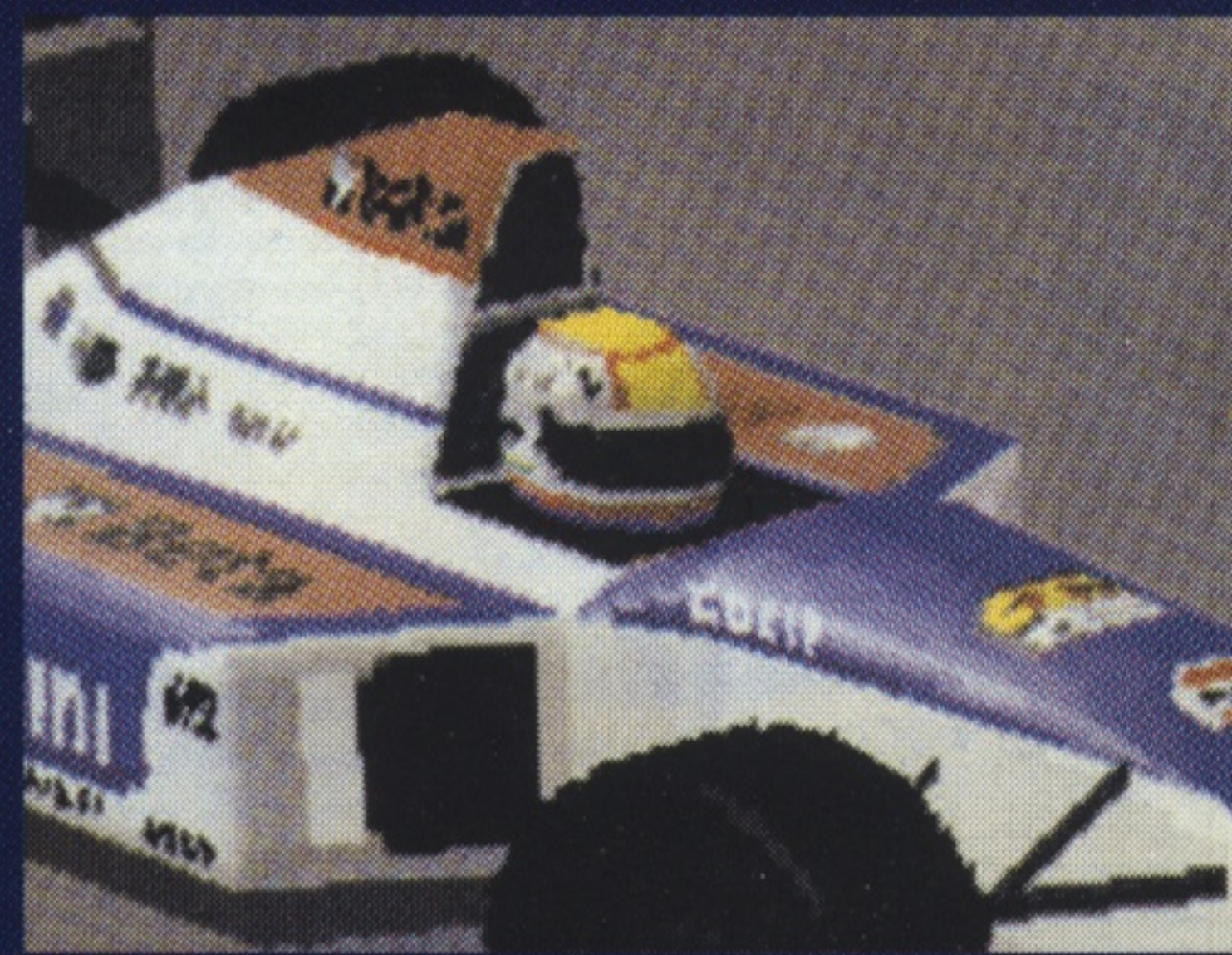
Reviewed
*3DO Game Guru,
Virtual Stadium
Professional Baseball
& The Last Bounty
Hunter*
plus
*Dragon Lore solution
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3DO
Magazine

3DO

Magazine

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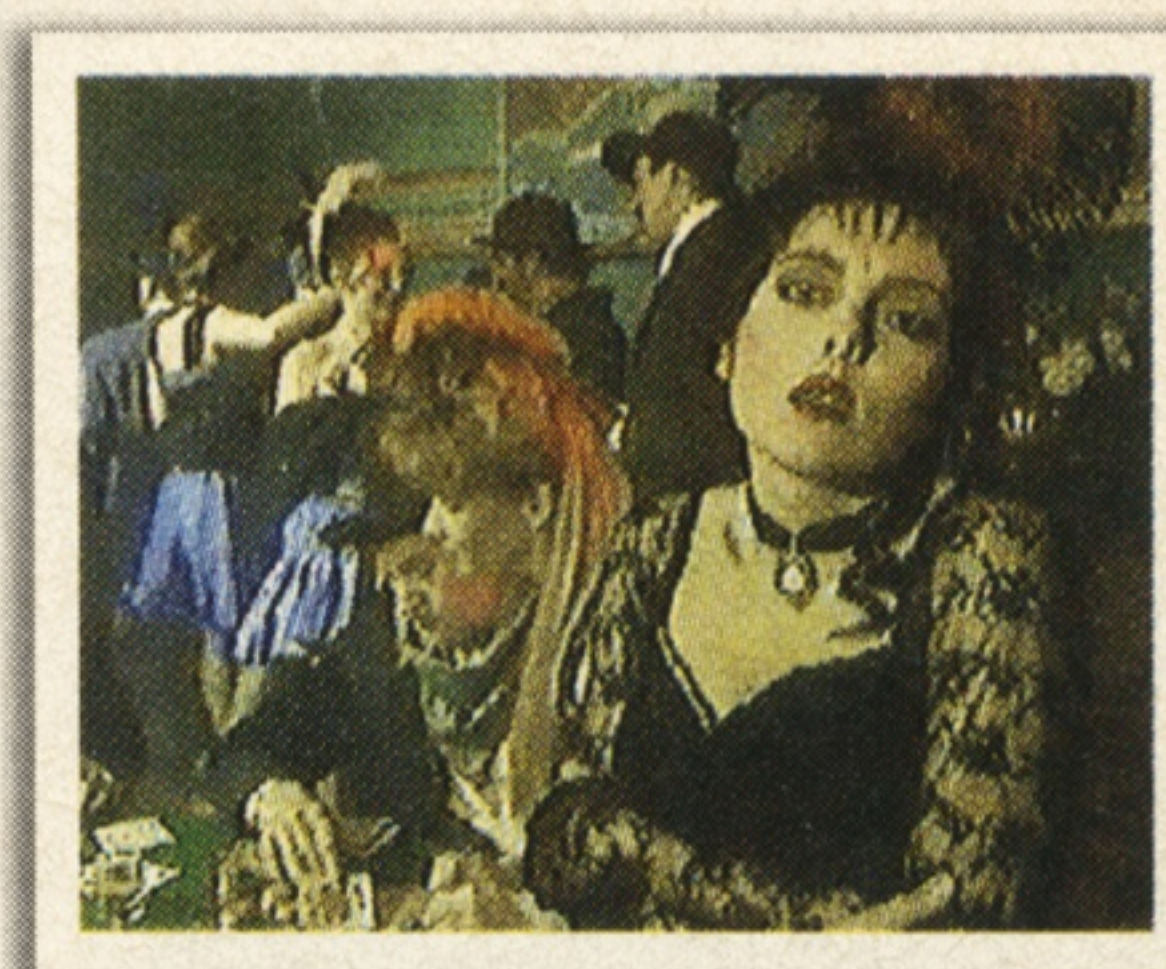
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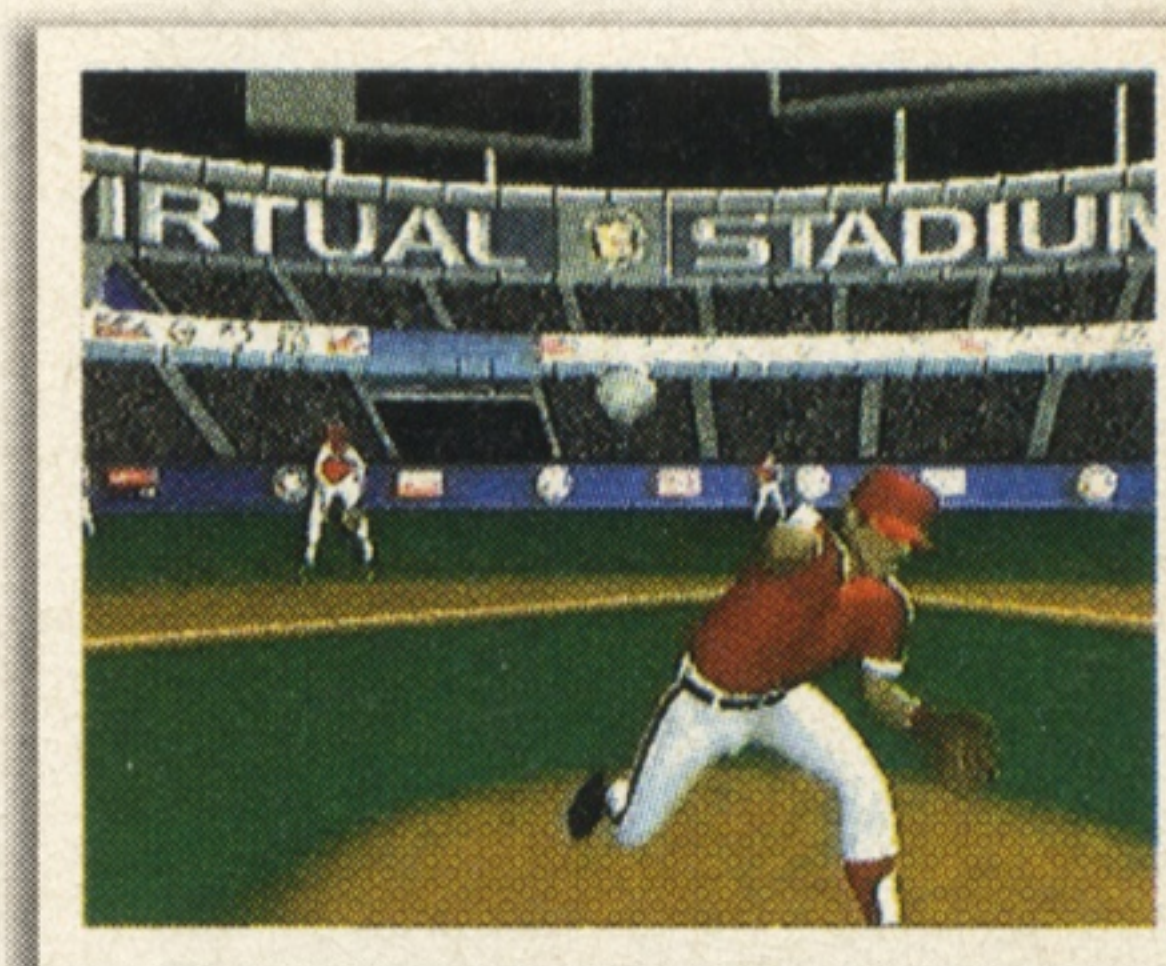
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Studio 3DO bust open all your faves with *Game Guru*.



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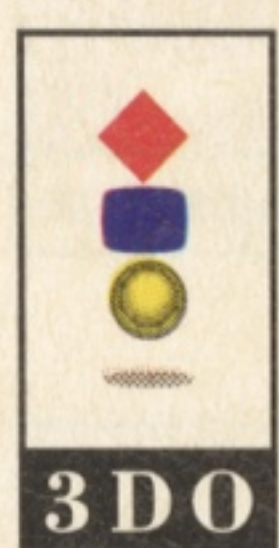


Virtual Stadium Professional Baseball from EA.



Mindscape's *Dragon Lore*: walk through guide.





Mysterious M2

As this issue goes to press the Los Angeles E3 show is still more than a week away, but early impressions are that M2 will make less of an impression this year than last. The 3DO Company won't be exhibiting at the show where they launched the technology a year ago, while M2's new owners – Matsushita – will focus their E3 presentation on PC products. The reasoning behind M2's low profile – which was actually non-existent at the Spring ECTS – is that while M2 consoles may arrive in Japan this year, they won't appear Stateside until the '97 E3.

Prolonged talks in Matsushita's American division focused on software development as the key reason for delaying the M2 console. The \$100 million deal for M2 took longer to conclude than expected and, as a consequence, it's proving difficult to organise software for an early launch. Matsushita's licensing arrangements with Konami, Williams and others are very promising, but killer arcade conversions take time to develop – especially if the original games haven't been written yet!

On the positive side, the delays are allowing time for bugs to be found and

fixed. Currently top of the M2 problem list is developer support. The 3DO Company has won much praise for its efforts to date, but the sale of M2 ended that arrangement in April. Matsushita will either provide its own techie experts or, hopefully, pay The 3DO Company to continue as before. As it is, some developers have expressed irritation at the confusion.

The M2's much vaunted chipset has also proved unsurprisingly short of absolute perfection. Bugs are common to most systems, the PlayStation is renowned for its tendency to warp texture maps close up, and M2 appears to suffer with polygon processing lagging behind full potential. The favourite solution so far is adding a second PowerPC 602 CPU. This may sound a little like Sega's Saturn bodge, but fortunately M2's arcade aspirations mean it was designed from the start to be scaleable. While the Saturn's entire OS had to be

reworked for its second Hitachi SH-2, M2 can accept a second, piggybacked 602

Imagine this N64 joystick with the two side prongs removed and yet more buttons. That's the current M2 joystick.

quite easily. Also, 602's now cost as little as \$15 so this solution is quite feasible. Get ready for those 128bit ads!

The N64-inspired joystick is also being reworked with the addition of a 'jog shuttle' button under the six main firebuttons. The change implies how important DVD is becoming, as this type of control offers precise fast forwarding and rewinding on modern video recorders.

Beyond M2, news continues to leak about 3DO's follow-on project: MX. One technology being considered for the system is building a video RAM frame buffer within the MX custom chipset. Apparently, transferring data to external memory is one of the main causes of slowdown on modern consoles. 3DO's radical solution could offer 15-20 million polygons per second! It might also cause major production problems and would probably require a fan to stop it overheating. So while the leak emphasises 3DO's continued commitment to developing new hardware, no one should start worrying about M2 being supplanted yet. MX is a good many years from being a finished technology and, even when it is, licensing arrangements, building production lines and selling it to consumers will take yet more time – as 3DO fans eagerly awaiting M2 are coming to learn!



3DO Games: Decathlon, now coming to PC as well as 3DO.



Above, the PlayStation version of StarFighter is unconnected to Studio 3DO, being published by TelStar. The texture maps for the ground and some buildings seem higher rez, but the 3DO's outrageous flame effects have been lost. On 3DO, the game was garish but spectacular. On PlayStation it's considerably duller without becoming any more realistic. The late pop-up of nearby objects remains, but its now crudely disguised by a shadow effect on the horizon. The speed at which everything moves is identical and, while there may be marginally less slowdown on PlayStation, the 3DO version is much more fun.

3DO Blasts Onto PC

The 3DO Company's diversification strategy continues apace with a slew of PC titles announced, mostly conversions of existing 3DO titles but also new, original titles such as a John Daly golf game. This Summer, the company hope to ship *Star Fighter*, *Game Guru Game Enhancer* and *3DO Games: Decathlon* (still unreleased on 3DO). Later in the year, *Killing Time*, *BladeForce*, *SnowJob*, *Captain Quazar* and *BattleSport* will follow suit.

While Studio 3DO has ten M2 titles in development, delays over the machine's launch have emphasised the company's need to open new revenue streams. Last issue we examined how 3DO plan to adapt M2 technology for

Cirrus Logic's PC 3D graphics cards. According to rumour, Intel might even back this standard by building Cirrus graphics card into their PCs – which would help drive down chip costs for the M2 console.

The 3DO Company is also keen to exploit the explosive growth of the internet. In one of a string of internal promotions, Richard Theige has been promoted to vice-president of internet operations. Theige was previously senior director of core technology software at 3DO and, before that, had worked at Sun

Microsystems – one of the leading manufacturers of Internet servers. One of the most exciting projects at 3DO currently is the Internet exploration

group, currently enjoying the Neuromancer-style codename 'Wintergreen'. All sorts of ideas are under consideration, from selling games on CD and charging for network play to setting up a unique game environment on a server at 3DO, and charging for access to that. The company has also put a questionnaire online with the 3DO newsgroup for user input on an M2 modem.



Studio 3DO Games

Although Matsushita and 3DO's relationship continues to generate sparks, most recently over developer support, Studio 3DO is contractually obliged to deliver ten M2 titles. Rumours suggest these are looking very hot indeed and The 3DO Company were keen to show off around E3 time, before Matsushita decided to keep things under wraps. Still, details have leaked about six more titles to add to Studio 3DO's awesome line-up in Coming Soon!

Army Men

The player assumes command of an Armoured Personnel Carrier (APC) whizzing about the battlefield, dropping off soldiers and blasting enemies with the APC's own weapons. While there's plenty of arcade action, success will depend on tactical decisions such as where to place soldiers and what orders they're given. Sophisticated AI will govern the interaction between the two warring sides in a game already being compared to *Command & Conquer*, Westwood Studio's critical and commercial smash-hit.

G3

Greg Gorsiski recently won praise for producing *Blade Force*, easily the 3DO's fastest 3D game, but prior to that he worked on the legalistic nightmare – *Jurassic Park Interactive*. His third effort, hence *G3*, follows the trend set by *Mario64* for polygonizing a 2D

classic in search of innovative new gameplay. In *G3*'s case, it's the platformers *Impossible Mission* and *Elevator Action* which are the templates for revolution. All the characters and backdrops will be in full 3D, with a dramatically mobile camera exploiting the graphics to the full. As yet, this title is still in its preproduction stage and probably won't be finished for M2's launch.

John Daly Golf

Recently announced for PC (see page 6), this sure to arrive on M2 as well.

IMSA M2 Racing

The futuristic hovercars that wowed everyone at the last E3 have been dropped. Instead, the game will be based around an International Motor Sports Association tie-in. The US-based IMSA acts as the governing body for various motorsports, all of which allow for day or night racing in a variety of weather conditions. Cars range from Le Mans-type custom cars to heavily modified production cars from companies such as BMW, Ferrari and Ford. The latter appear to be the main stars of the game. Currently, programmers have a couple of cars whizzing about an oval track and looking very nice indeed.

Power Crystal

Arguably the most innovative and exciting title of the lot, this breathtaking RPG

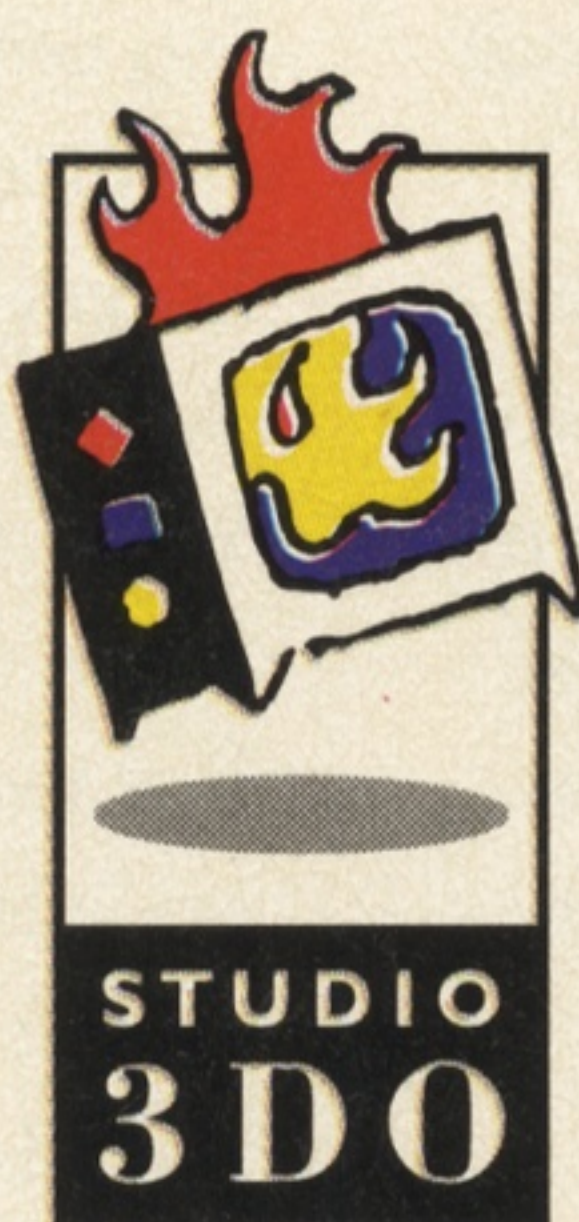
has really caught the imagination of those who've seen it. The game uses

M2's awesome polygon capabilities to create a virtual world for players to explore in full 3D. In an early, preproduction demo you can walk around a stunningly detailed village. Water effects first seen in the stunning M2 yacht demo are brilliantly exploited; a river's surface realistically undulates, splashing

against the sides without polygon break-up. Beneath the translucent waves, the river bottom is perfectly detailed with pebbles and rocks. The potential for this sort of game was obvious to us from seeing the E3 combat demo, but Studio 3DO's determination to implement it in a game so soon is stunning. Nintendo have similar hopes for *Zelda64*, of course, but due to memory storage problems that can't arrive until the troubled Bulky Drive is finished.

Rush

EA's *Road Rash* was the first game to belatedly win widespread approval for the 3DO I system as a true games machine. Its sheer speed wowed the critics, now Studio 3DO are aiming to provide a similar buzz for M2 – hopefully right from the hardware's launch. Much as with Sony's *ESPN Extreme Games* on PlayStation, the *Road Rash* theme has been marginally reworked with rollerblades replacing motorbikes as the chariots of choice.



DECLARATION OF INTENT

While 3DO's current weakness is evident in the lack of magazine ads and new releases, we're determined to carry on – providing you with the best possible 3DO magazine. Besides increasing our coverage of M2 – much too much news there to cram into this issue – we're also providing more comprehensive game solutions such as this month's *Dragon Lore* [pg. 18-20]. Hell, *The Daedalus Encounter* and *DeathKeep* are just some of the solutions which will follow soon.

The Japanese 3DO market is still strong and we'll be reviewing games released there – with advice on how to get them. After drooling over *Virtual Stadium Baseball* this issue [pg. 10-11], we're looking forward to *D: The Director's Cut* and, at last, the US English-language version of *Iron Angel Of The Apocalypse: The Return*. Besides advising you on import companies, we're also directly providing our subscribers with mega-savings on UK games, beginning with Studio 3DO's games this month [pg. 26-27].

While it's been a tough few months since Christmas, there are some great games coming such as *3DO Sports: Decathlon, Olympic Track & Field and Olympic Soccer* [pg. 8-9]. We're hoping for demo's on all these games, with *Theme Park* hopefully being our last repeat demo – until the last moment we'd planned on an Interplay demo this month!

Of course the newsstand price of the magazine is much higher than we'd like, but subscribers pay just £3.75 per issue (including postage) and we're determined to provide them with many more special offers. We hope you stay with us through to M2 – no one will provide you with more on the world's most ambitious videogames hardware, 32bit or 64bit. □ ssw

Megaman X3DO?

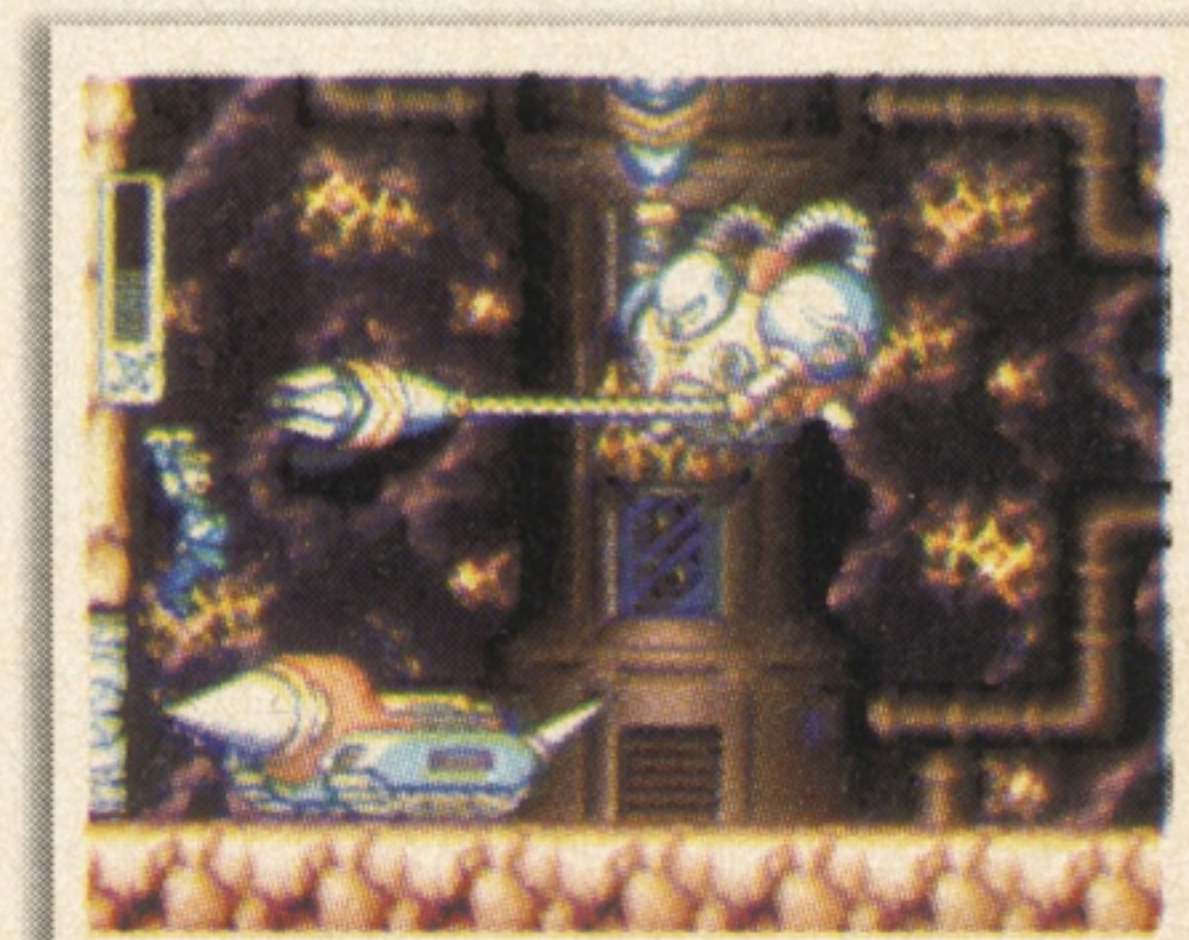
Capcom's platforming superstar is set for a stunning 32bit debut with 3DO. Although coin-op kings Capcom are best known for the *SFII* series, in Japan *Mega Man* is almost equally famous, albeit under the nom de guerre: *Rockman*. On NES and Gameboy, the blue-suited cyborg racked up a phenomenal nine titles before finally leaping to SNES, in 1994, with *Mega Man X*. A 12 Megabit cart played host to this futuristic, 21st century romp which inevitably spawned yet more sequels. *Mega Man X3* is the latest instalment and, for the first time, the leapin' 'n' blastin' action will be

converted to 3DO.

In *Mega Man X2*, the X Hunters had been put behind bars and Sigma finally terminated. The 'Blue Bomber' and his 17th Maverick Hunter Unit seemed set for a nice vacation, but of course yet another crisis emerged to threaten all mankind. The SNES version is due soon in Japan, with a Stateside appearance booked for November. The 3DO version should appear in Japan later this year and is likely to remain a much coveted import. Although the game isn't likely to be massively reworked for 3DO, the original NES games were incredibly playable and rank among the best plat-

formers ever. On SNES, the series didn't quite match up to its former success, mainly because elaborate new graphics put too much strain on the SNES's quasi 8bit CPU. On 3DO, graphical slow-down should be banished and Gex will, at last, get some serious competition!

Mega Man X3's 3DO I conversion adds weight to rumours about Capcom adopting M2 for its arcade hardware, joining Konami and Williams in a formidable line-up for 3DO's 64bit system. One of the most exciting, if unconfirmed aspects of this rumour is the possibility that a *3D Street Fighter III* might debut on M2 – that would be a killer app!



continued over >

Cover Disc Demo Instructions

continued >

GOLF CHAMP BACKS 3DO

Reigning British Open champion John Daly has signed up with The 3DO Company for some fairway interactive action. Daly is renowned for his ability to hit the ball further than any previous golfer, driving him on to win two of the four major golf championships. His first championship win was the PGA Championship, apparently making this young player very 'big in Japan' with an almost equally large following in the States.

"John Daly's personality and following appealed to us because of the similarity between his fans and the demographics of the interactive entertainment audience," said Robert Lindsey, general manager of Studio 3DO. "Daly is not your standard golfer and Studio 3DO is by no means creating your standard golf game. Both 3DO and Daly exemplify the type of attitude and cutting-edge innovation the interactive market craves and will receive in these golf products."

In line with The 3DO Company's new, multiformat approach the new golf game is being developed for a variety of systems, including PC - on which it will debut. 3DO admit a large factor in signing up Daly is the fact that, according to PC Data, golf games outsell any other sports sim on PC by almost four to one. As the title won't appear before late '96 at best, console versions will begin with M2 - a 3DO I conversion is unlikely.

To ensure Daly's colourful character is best represented in the game, 3DO plan to make extensive usage of video-capture technology. Gamers can choose to play as Daly himself, armed with the ability to 'unleash the longest drive imaginable', or play against him for the ultimate challenge. "I've always considered myself to be on the 'cutting edge' and now I can truly say that I am with the help of 3DO's technical and creative expertise," said John Daly. "I will finally be able to take the ultimate challenge and have the opportunity to see what it is like to play a round of golf against myself."

Bullfrog's epic sim allows you to build the world's largest, most hi-tech theme park ever with no less than 25 attractions, numerous shops and an army of employees. It also lets you play behind the scenes with hard-headed business decisions over staff wages, loan repayments and even gamble on the stock exchange. Our special demo lets you enjoy an exclusive peek at just some of these features.

The aim of the game

Your objective is to have the best park in the world, judged in six different categories: Richest Park Owner, Most Exciting Park, Most Amenities, Customer Satisfaction, Biggest Park and Most Pleasant Park. While this demo only runs for just over two years of game time, at the end of each year you'll be rated on each of these.

Park Screen Controls

Move cursor: D-pad up/down/left/right
Place Item: A

Remove Item: B

Query Object/Tune-Up Menu: Right Shift button

Main Icon Menu: Left Shift Button

Open/Close Park: C + Play/Pause

Quit Game: X/Stop

Information Screen Controls

Highlight option: D-pad up/down/left/right

Select Option: A

Increase/Decrease Value: left/right shift buttons

Getting Started

To use your demo, simply insert it into your 3DO and turn on as normal. A

short intro sequence will play which can be aborted by pressing any button.

Once the demo begins the Park Advisor, at the bottom left of the screen, will begin to advise. The first thing you need to do is build a path for visitors to walk along. Press Left Shift and the main control menu

will come up. Use the cursor to select the blinking path icon (top left) and then lay a path connecting the two path squares the advisor is flashing on screen. If you return to the main menu you'll see the ride icon is flashing. Select this and click on the only ride on offer - the Bouncy Castle. Place this exactly where the Advisor suggests, pressing A to drop it, then move the ticket booth and red exit stairs into their correct positions. These now have to be connected to the main path so go back to the menu. The queue line icon is flashing so click on it and draw the line in the right position. Note how the booth automatically turns around to face the path. You should also connect the exit stairs to the path using a normal path. Neither of these things are vital in the real game, but if you don't do them the people will start wandering on the grass and getting lost.

The Advisor now suggests you place an ice cream parlour. Select the shop icon on the main menu and put Mr Whippy's Ices in place. With a grand total of one ride and one shop, you've



got the beginnings of a theme park, so open it by holding down C and pressing Play.

As the crowds flood in you should hire some staff to look after them. First up is an entertainer to get people's visit off to a good start, then a handyman and a mechanic. Each of these people have to be placed in the appropriate place, indicated by a flashing graphic, to move onto the next stage of the demo. So few attractions will instantly earn a complaint from the consumers' council, so lower your ticket prices by about \$10.

The game proper now begins and it's entirely up to you how to run your park. If you click on the rides icon, in the main menu, you'll find you have three more to play around with and there's also a balloon shop in the shop's list. You can also play with features such as trees and tree stumps to pretty up your creation. In the proper game you could research more rides, shops and so forth, not to mention buying shares in your competitors (who might try to take you over), negotiate over supplies and much, much more.

Important:

- To help you get into the game, Bullfrog have programmed the demo to take you through its early stages step-by-step. If you miss out, or fail to properly complete any of the stages listed above then the demo may not give you access to all its features.
- After about three years the demo will deliberately crash out. This is not a bug - if you want to try again, turn your machine off and start over. If you want to play further - buy the game! □ ssw

Main Menu

Paths
Rides

Features
Save Game*

Not available on demo version

Tune-Up Menu

On/Off

Adjust No. of Riders

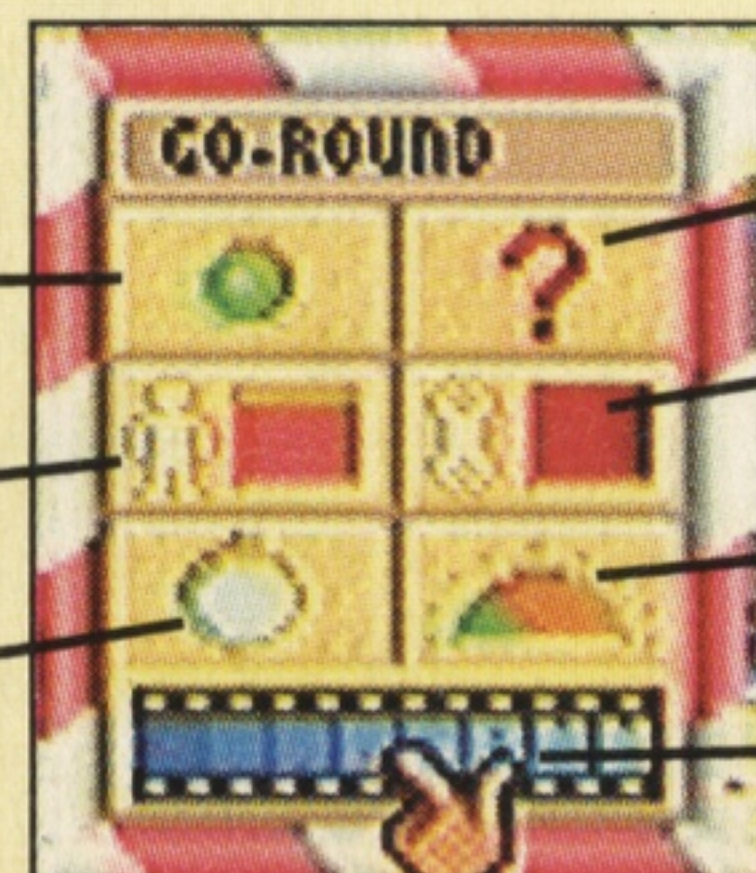
Length of Ride



Queues
Bank
Shops
Status
Staff

Overview
Load Game*

Not available on all rides



Information

Call for Repairs

Speed of Ride

View FMV of Ride









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3DO

Going For Gold

Olympic Soccer 1996 from US Gold

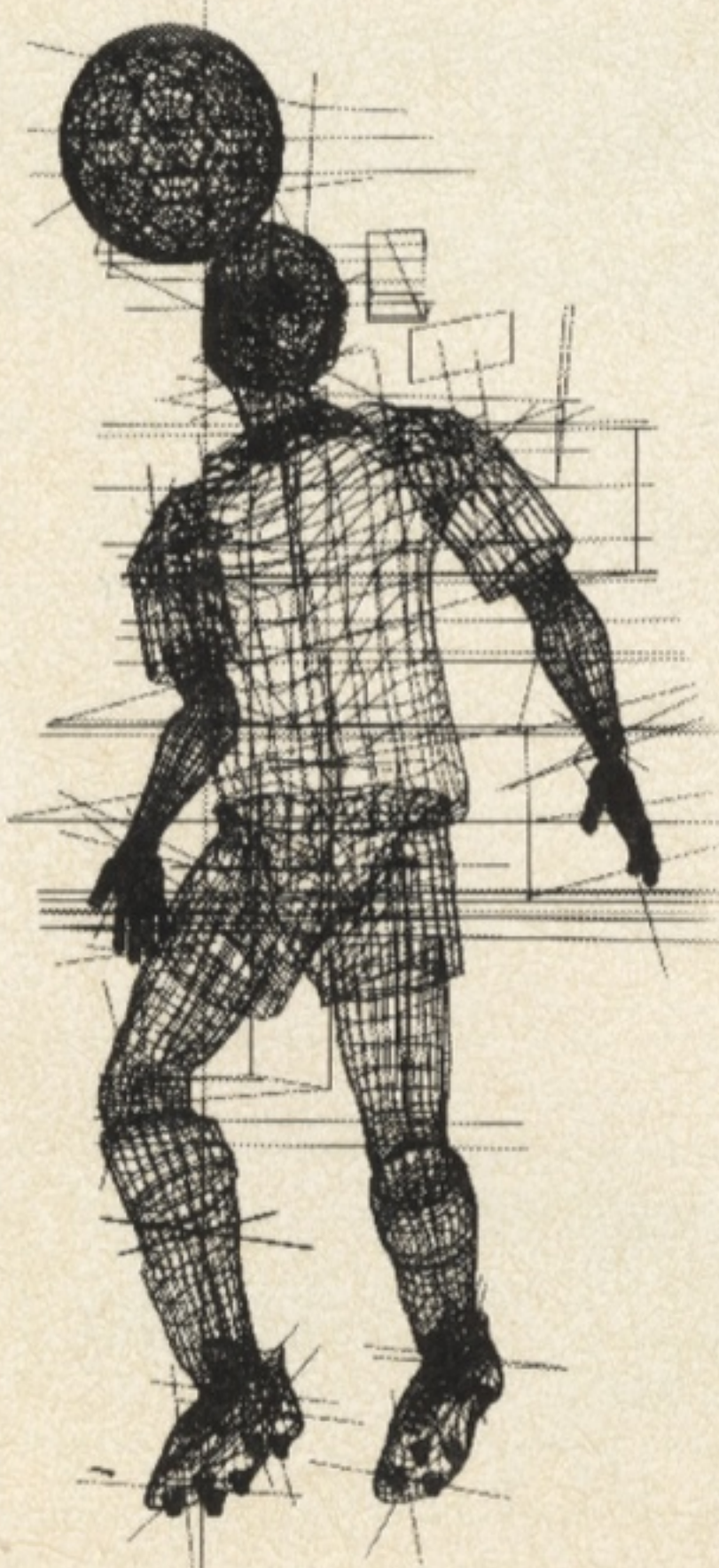
Euro '96, New Lads and Fantasy League Football mean kicking the old pig's bladder has never been more fashionable. Currently, 3DO's team selection is limited to the reliable *FIFA* and *Striker* duo, but that's about to change. US Gold's officially licensed, artificially intelligent **Olympic Soccer** is the bright new hope for 3DO footie.



Olympic Soccer 1996



Blowing the genre apart and rebuilding it? That's what Silicon Dreams hope to do. Right, a packed stadium cheer on the action.



Although *Olympic Soccer* will be launched in a blaze of PlayStation publicity, it was actually conceived and designed as a 3DO game. US Gold's internal development team, Silicon Dreams, cut their teeth with SNES *Fever Pitch* but their raison d'être has been 32bit from their inception two years ago. At that time, 3DO seemed on the verge of becoming a world standard and US Gold were keen to cash in with a string of ambitious projects.

US Gold have had a chequered success rate with tie-ins. The Birmingham-based company was founded as an importer of US C64 hits – games like Epyx's *Pitstop II* and *Summer Games* – hence the name. However, home-grown products such as the lamentable *Moonwalker* tie-in soon tarnished the lustre of their famous logo. *Olympic Soccer*'s long gestation period stands in stark contrast to the old, rush-released 16bit products. Its well financed, 32bit dedicated development team carry the burden of establishing US Gold as a serious contender on the 32-bit scene. This is Silicon Dream's prime directive – 32-bit success to recreate the company's glory days on the Spectrum and Commodore.

Midfield Smarts

Olympic Soccer's long development process has certainly provided a lengthy checklist of game features: varying weather conditions, plenty of formation options, tournament mode, plus a *FIFA*-like, free floating replay camera so you can re-live championship winners from an infinite number of positions. The view fetishist is also well catered for: six primary views (touch line,



overhead, isometric etc.) are bolstered by three variations of each principle view (that's 18 in all!), ensuring arguments between players can rage for weeks as to which view is best. And this argument could be four way, as *Olympic Soccer* enables you to daisy-chain between four people for two-against-two action.

The game's star attraction, however, isn't in a fancy team strip but in the underlying tactics. Everyone on the team is keen to stress that *Olympic Soccer*'s game mechanics are sub-

stantially superior to its rivals.

Artificial Intelligence has been tweaked and enhanced to the maximum, taking full advantage of increased processing power of the super consoles.

Silicon Dreams promise devious, dextrous computer controlled teams as well as a host of 'real' random elements – ensuring play is never pre-

dictable. Yet while gameplay will be more varied, the individual smarts of each player will ensure fluid, intuitive play can still be achieved. AI players will be able to cope with more subtle – dare we say European-style play? – skilfully moving into attacking positions rather than simply chasing a ball boot-ed from one penalty box to the other. If that sounds like an implicit criticism of EA's bestselling *FIFA Soccer*, Project Manager Mark Walden isn't afraid to be more direct about an "undemanding, dissatisfying title, with ball interaction boiling down to pixels bouncing between sprites."

Walden's four man team (two programmers, two artists) is determined to provide glorious, true 3D interaction. The objective is "100% realism." Walden is a firm fan of the precise gameplay of *Sensible Soccer*, and promises *Olympic Soccer* will be the first next generation title to attain and surpass the heady heights of *Sensible*'s videogame legend.



Top left, some acrobatic manoeuvres leave England's defence bewildered. Above, a shot is saved. Notice how players are tagged with arrows so you don't forget which way you're shooting! Far left, *Sensi* style viewing. Left, a defender looks seriously confused.

Putting On The Glitz

Presentation and sheer 32-bit bump are not being neglected, however, and *Olympic Soccer* will rival even EA Sport's magnificently polished products. There's a comprehensive, action sensitive voice over by Radio 5 Live's Alan Green mixed with authentic stadium crowd noise – provided by recordings of 95's England v Holland match. Inevitably, there's an epic FMV intro and cutaway scenes that should crank up the pre-match adrenaline. On the pitch, action runs at a smooth 20-25 fps. Although the 3DO version loses the PSX's Gouraud shading, the game still looks impressive with sprites designed for the 3DO's twin cel engines.

Walden attributes the success of the 3DO version to the user friendly development kit, which his programmers have found far superior to PSX and Saturn equivalents. This enthusiasm has recently extended to Silicon Dreams' "latest, biggest, shiniest toy," the M2 devkit, which the team are playing with as they plan their initial M2 games.

Although Walden admits a certain amount of disappointment over the handling of the 3DO I system, especial-

ly its failure to set the promised industry standard, he's confident Matsushita will set the record straight with M2. Its phenomenal performance has put PlayStation, very much a first generation 3D system, into the shade at Silicon's luxurious Banbury offices. Walden believes M2 also has a much better chance of delivering mind-boggling tech specs in an affordable box, than Nintendo64 – a format he feels will suffer from overpricing and restrictive licensing deals.

Sadly, Walden remains tight lipped as to the nature of Silicon's M2 titles. Nevertheless, there seems little doubt his commitment to high quality visuals and core gameplay values should make Silicon a welcome ally for M2. Perhaps this time a true world standard will emerge, freeing development houses from the tedium of conversion after conversion. In the meantime, *Olympic Soccer* and *Olympic Track & Field* (pre-viewed next issue), should keep hope burning for 3DO I owners. □ mcw
• *Olympic Soccer* will be available in June.

3DO Magazine



Left, top to bottom: from zero to hero. Stunning FMV sequences bolster a promising package.



Above, a quick lesson in how to do it (score). With up to four players clustered around the 3DO, it's going to be hard to remember it's only a game...

review

Virtual Stadium

Professional Baseball

Curiously a Japanese-only release at present, **Virtual Stadium Professional Baseball** offers a sophisticated simulation of America's national sport. From the people behind *FIFA*, it's bound to convert a legion of gamers to the ecstatic highs and emphatic lows of this seriously addictive sport. Prepare to practice your split-finger slider and revel in the roars of an adoring crowd in the diamond of life itself...

**Virtual Stadium
Professional Baseball**

Publisher: Electronic Arts

© TBA

Developer: Extended Play

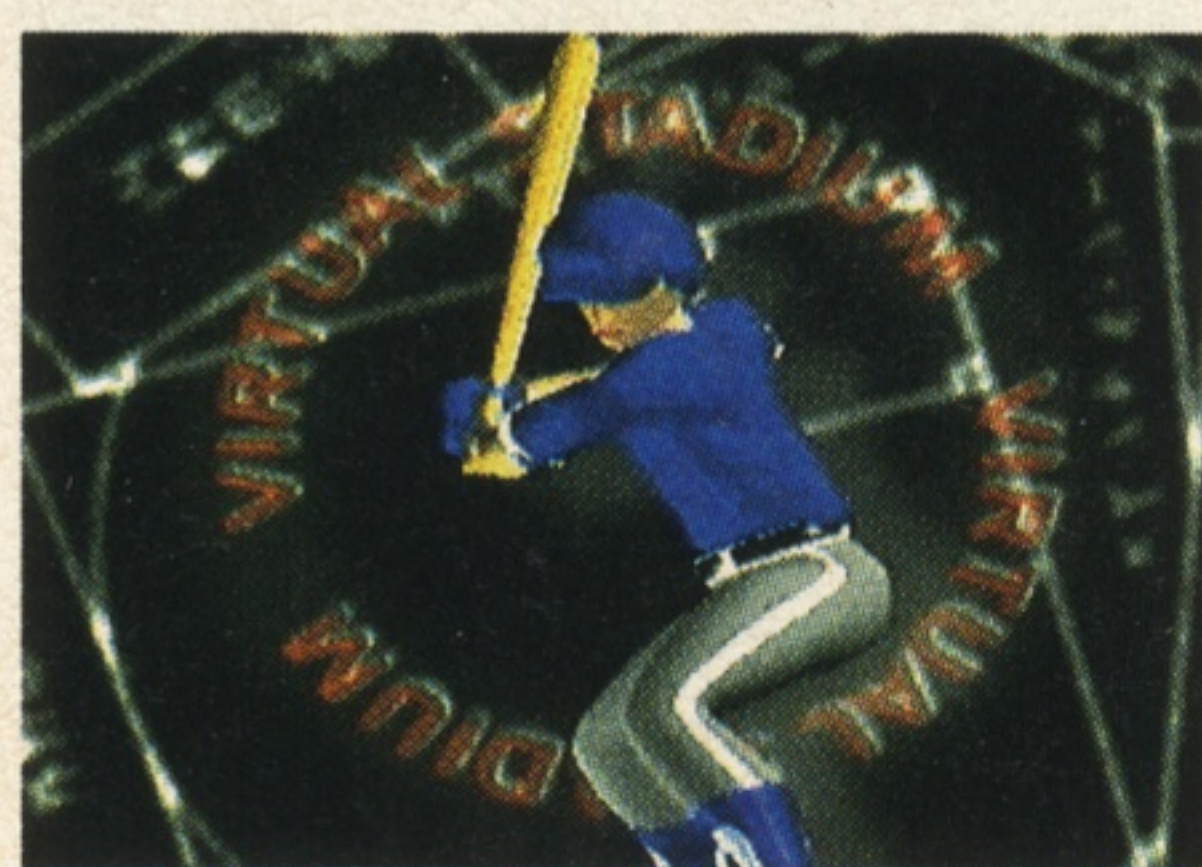
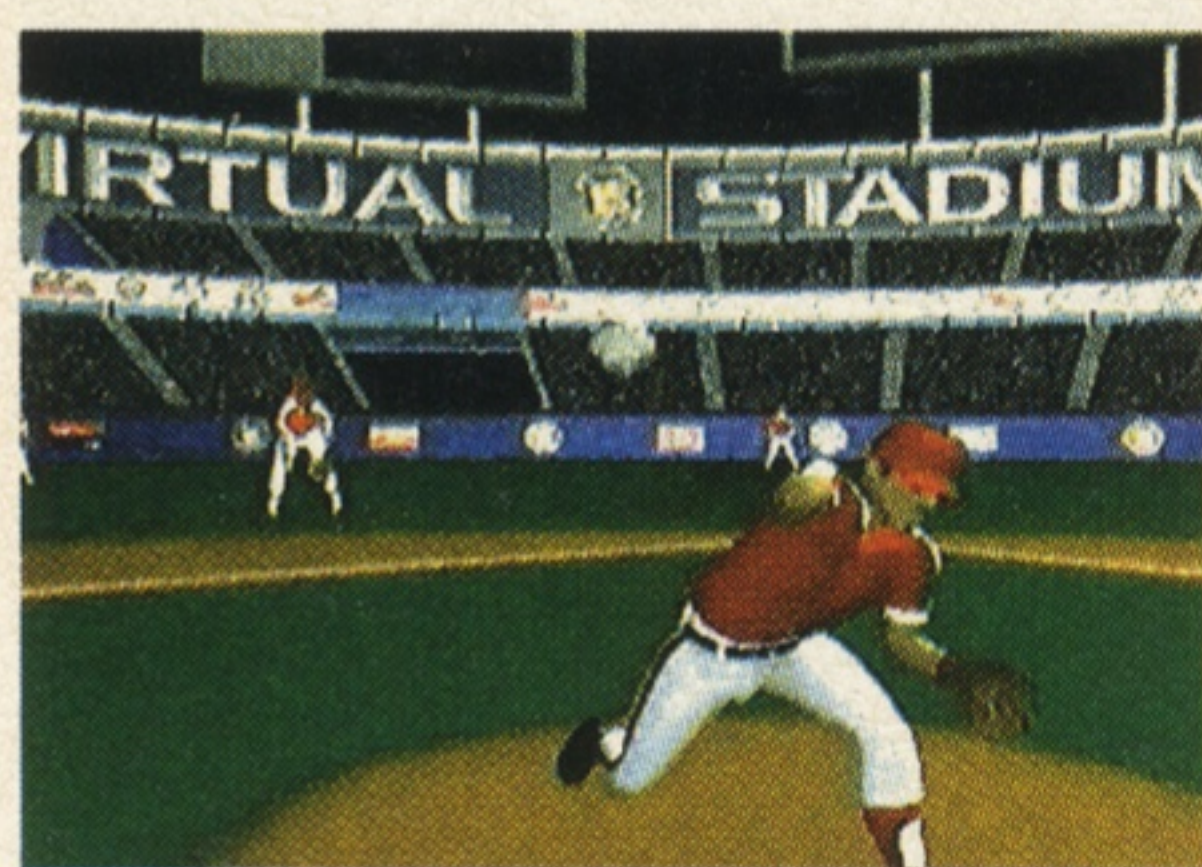
Save Game: Yes

Price: TBA

Available: Import Only

You're the last person to bat. The bases are loaded with your team mates eager to make a run, and your legs feel like jelly as the pitcher scratches his groin and winks.

You've had two strikes (missed twice) and this is your last chance to read the pitch, hit the ball right and get a homerun. Pull it off, and all your team members will be running around the bases, scoring runs and queuing up to carry on batting. You're a hero. Strike out for the third time and everyone trudges back to the bunker for changeover, a swift kicking from your team mates and plenty of colourful language a certainty. Pressure is too small a word.



Sublime presentation really adds to that big stadium atmosphere.

Although baseball is very much a team effort, the focus on individual players is often fixed, so when you're pitching or batting, everything depends on your skill under pressure to move your team forward. The rules of the game are dead easy – each team takes it in turn to bat or pitch, getting runs for every man who manages to get around the diamond pitch. It's simple to pick up, but extraordinarily sophisticated in the sheer range of strategies and tactics available to fox your opponent. The batting side must, essentially, react, reading the pitcher's throws and running intelligently (it's easy to run out your own man out if runners don't go

for the next base at the same time), whereas the pitching side has the real power. Bringing fielders in or out field, depending on where you're hoping to direct the batter, accurately passing the ball between players to run out the opponents, and psyching out the batter by mixing fast, slow, swerve and screwball pitches, ideally forcing either a strike (miss) or plain miss-hit, that makes easy work for your catchers...

Highly
3DO
Magazine
Recommended

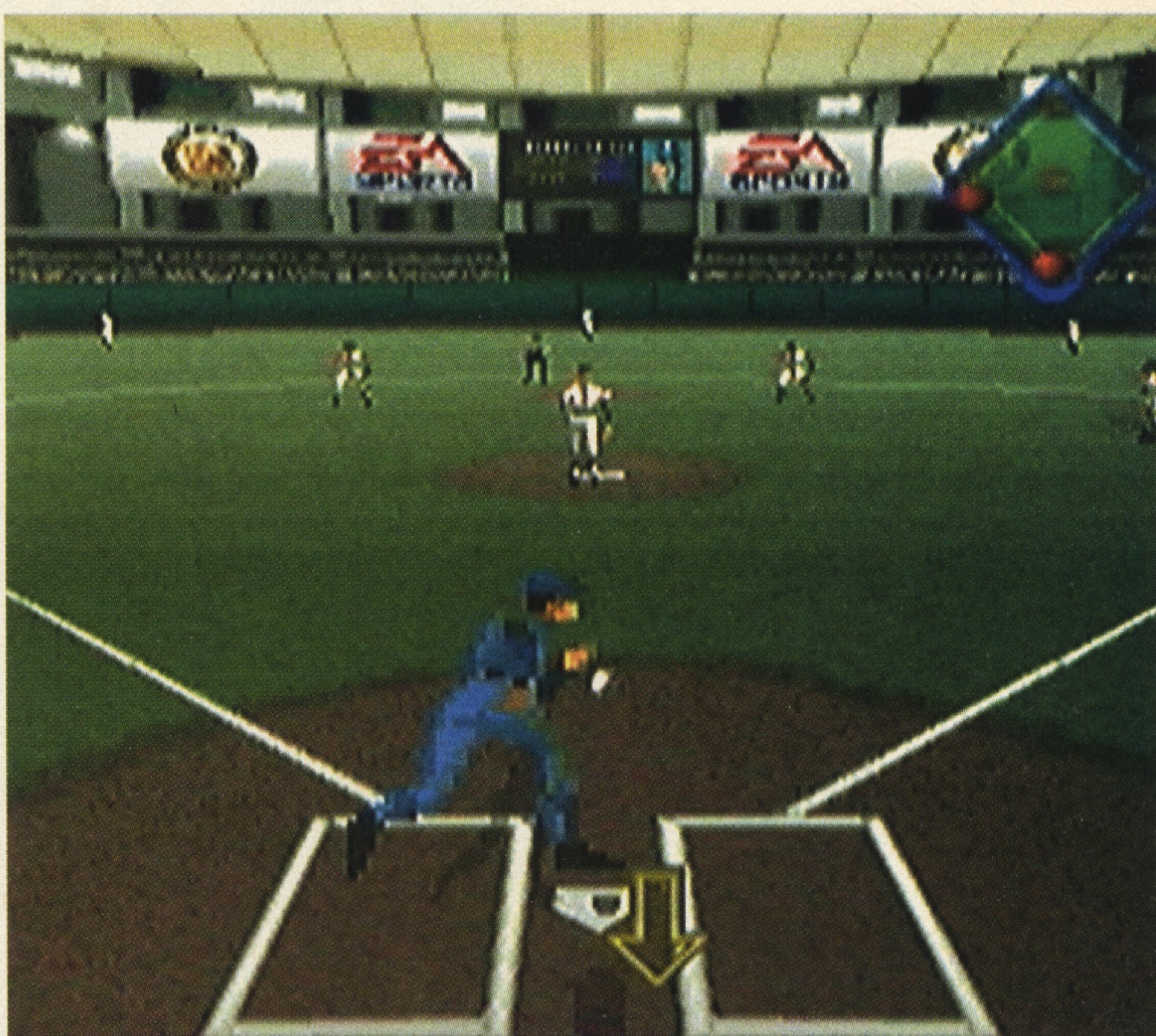
The Spectrum and SNES had a few good titles based on this cult sport, but *Virtual Stadium* is the first to give 3DO

owners a taste. If it was officially released in an English language version, it could easily do for baseball what *John Madden* did for American Football. As it is, the interface is initially bewildering with all its Japanese league statistics, but a little experimentation lets you grasp the complexities of the game pretty quickly.

The user-friendly control system makes actual gameplay both intuitive and thrilling. It's easy to grasp the basics, although the game's by no means easy to play well – the first couple of hours offer humiliating scorelines. The pressure falls squarely on the batting side to learn how to hit the bloody ball well! Timing and ultra fast



"Practice reaps joyous dividends and eventually you'll have bases stacked and homeruns aplenty (well, a few) and the nine innings will float by without you blinking, so absorbing is the action."



Top left, zoom in and out to enable accurate batting. Top, going for it. Left, player stats and below, pick your stadium. Far left, halfway between first and second.

CONTROLS MADE EASY...

BATTER

D-Pad Up + C High
D-Pad Down + C Low
A Punt
L/R Change stance

RUNNER

L/R Advance/retreat
A Speed up
B Switch control

PITCHER

D-Pad Ball control
D-Pad + B Pick off runner
A (fielder) Return ball to pitcher
C Fastball
D-Pad Up + C Change up
D-Pad Right + C Curve/Screwball
D-Pad Left + C Screwball/Curve
A Knuckleball
D-Pad Right + A Slider
D-Pad Down + A Sinker
D-Pad Left + A Split-Finger Slider

reactions are essential, and it's difficult to get to first base for ages (a bit like life, in my opinion). Plenty of practice reaps joyous dividends, however, and eventually you'll have bases stacked and homeruns aplenty (well, a few), and the nine innings will float by without you even blinking, so absorbing is the compulsive action. And if you're really stuck with batting, there's an excellent practice mode with just you and a computer controlled pitcher, so you can learn the basics without having to worry about running anywhere.

Virtual Stadium features the usual grandiose presentation associated with EA sports. Fab FMV intros, cut sequences, busy electronic scoreboards, pans and zooms all over the smoothly scrolling stadium, plus excited, chanting crowds... it's all brilliantly atmospheric,

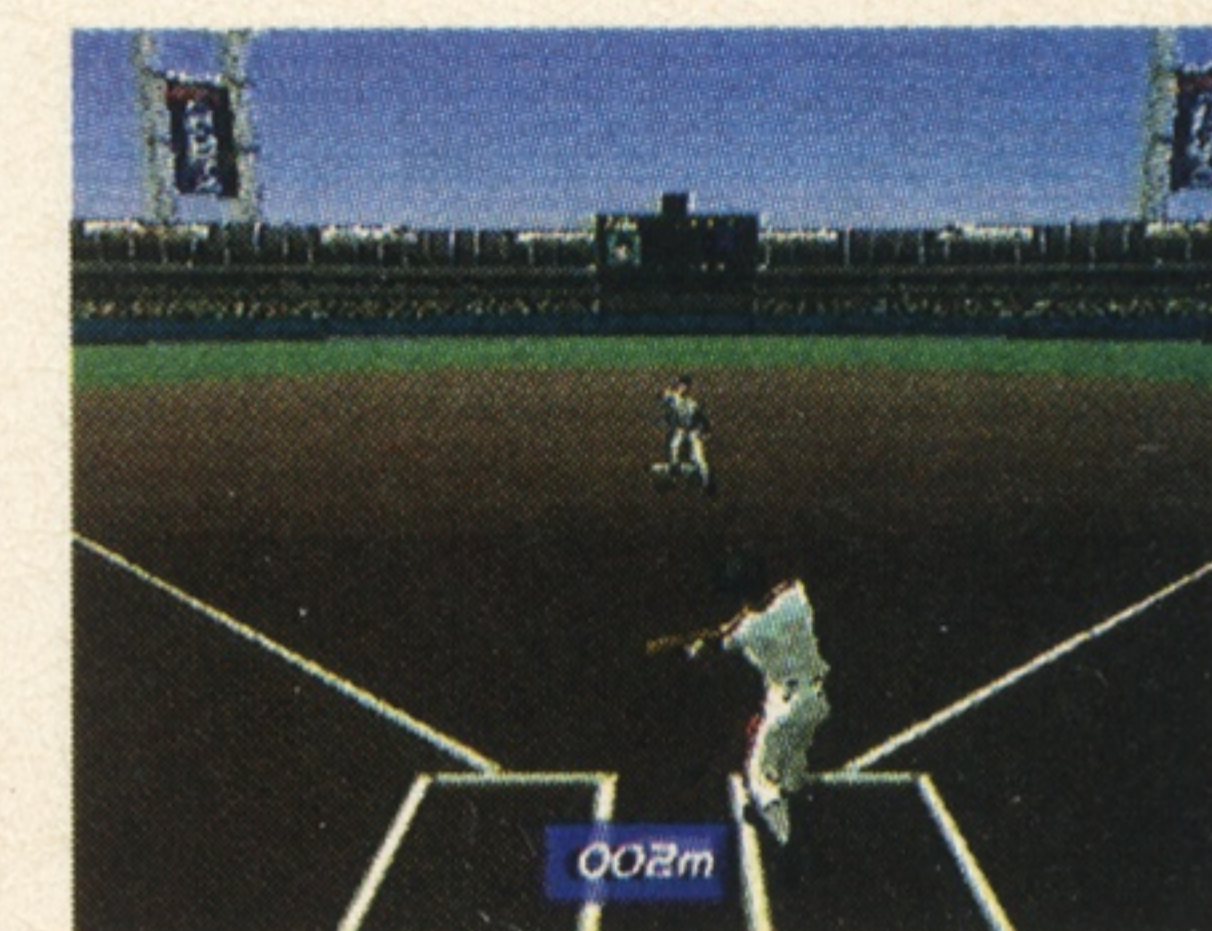
and unsurprisingly echoes the visual elegance of *FIFA - Extended Play* are clearly developers with a good eye for the pomp of big stadium action. On the field, gameplay seems much more satisfying (and faster) than the sluggish *FIFA*. Player graphics aren't quite so sublime in movement as *FIFA*'s ultra slick footballers, and some of the animation appears clumsy occasionally, but plenty of detailed touches, such as pitchers tugging their caps and runners sneaking away from their bases, really satisfy a sense of realism. And whilst the authentic team stats for the Japanese teams may not mean much to us, the usual turkeys, champs and solid reliables, as well as star pitchers and batters can soon be spotted and practised with, to play across a variety of well realised indoor and outdoor stadi-

ums around the land of the rising sun.

Whilst *Virtual Stadium* offers a satisfying solo sport, it's obviously much better with two players, so you've someone to thump and goad, and brilliantly, there's even a six-player option. It's against another player that the juices really pump up, with all the clichéd grand emotion of movie land baseball spilling into videogame land, as matches become life or death struggles - and defeat is just too horrible to bear.

Overall, once the controls are sorted out (see box-out), *Virtual Stadium* offers a superb simulation of a great sport, and an excellent videogame in its own right (it's the only two player game to keep *Puzzle Bobble* out of the 3DO recently). Recommended. □ mcw

3DO Magazine rating: ★★★★★



Practice mode lets you get the hang of swinging your wood, a handy distance bar egging you on...

The Last Bounty

It seems not an issue goes by lately without a new FMV shooter appearing from American Laser Games, who seem keen to rush release their full quota of arcade hits. This time it's **The Last Bounty Hunter**, which returns to the stomping ground of ALG's original hit, the grungy, gun slinging Old West.

The Last Bounty Hunter

Publisher: ALG

© TBA

Developer: In-house

Save Game: No

Price: £39.99

Available: Now

Apart from providing a good opportunity for plenty of heaving bosoms, the casino bar has plenty of seemingly innocent bystanders who can pull a pistol out without warning. It's a shame you can't take a spin on the wheel yourself, really.



It's pushing up daisies time, for the sixty-fourth time. Not that I'm counting...



'Irony' acting certainly provides a few laughs, although the introduction of the various baddies is more witty than anything in the game itself.



Just when I'd sworn never to take up the ALG GameGun again, up pops yet another blaster to make me look like a fool in the open plan office. This time the fantastical space opera of *Space Pirates* and TV show spoof of *Crime Patrol* and *Drug Wars* have been passed over in favour of revisiting the Wild West. Again. In the case of *Mad Dog II* cheap sets, clichéd characters and an unfashionable theme were compensated for by a thorough shake-up of the gameplay. Sadly, there's no such ambition available here.

While in *Mad Dog II* you got a

choice of three guides to represent varied levels, in *Last Bounty Hunter* you have a choice of hunting down four outlaws in whichever order you want. The one innovation is that ALG claim the order you take the gunslingers affects the difficulty level, but after enduring this game for a few hours, I failed to spot any such sophistication.

Once again the script adopts a spoofish, lightweight tone with wisecracks and over-the-top acting ensuring a few chuckles. But just as *Drug Wars* upped the difficulty level considerably over its predecessors, so *Last Bounty Hunter* accelerates the speed and feroc-

ity of the tobacco-chewing opponents to a quite alarming degree. Yet again, it's not just the speed with which enemies draw their pistols, or the abundance of foes, rather it's the obscure positioning of your targets that makes progress nigh on impossible. A typical set up has you looking at a large, distant building, spying for enemies to appear on rooftops, in windows, from around corners. Then you get shot. Almost without fail, the fuzzy footage makes spotting would-be assassins prior to your death spasms impossible. This simply isn't fun, and anyone with experience of the genre will tire all the more quickly of

Hunter



"The fuzzy footage makes spotting would-be assassins impossible... anyone with experience of the genre will tire all the more quickly of the irritating action, whilst novices will just be appalled by the total unfairness."



Top left, sultry expressions hint at pleasures not catered for. Above, a fast moving target.

Far left, a man on a rope gets tugged as another explosion goes off. Left, who says women are only interested in looks?

the irritating action, whilst novices will just be appalled by the total unfairness. Before you can blink, all your continues will be used up, and you'll find yourself thrown back to the start of the game.

By way of compensation for the cheap locations and drab scenery, *Last Bounty Hunter* offers many spectacular explosions and dramatic tumbles from rooftops, but it all seems hopelessly old fashioned. *Space Pirates* set a standard for imaginative sets and visual inventiveness which these dusty, familiar sets can't approach. An abundance of glamorous cowgirls and seductive hostesses, complete with wry comments and

comic turns, provide scant compensation for the dire setting.

Rather than churning out sequel after sequel, why don't ALG spend some time on their video playback code? Whilst the blocky coding was acceptable when the genre was still a novelty, the increasing difficulty makes it unbearable now, especially compared to the crystal clear FMV of *Wing Commander III* and *Shock Wave 2*. The ultimate bugbear, however, remains the failure to support using the GameGun with British TVs. On such a tough game, joypad play is literally impossible, even with two players. The cursor

update is just sooooo slow, and since most European players won't have access to the GameGun, this pretty much makes the game unbuyable, even for the few ALG freaks around (if there are any). You're much more likely to kill your partner than any FMV baddies. Hopefully ALG's polygon-based M2 projects will relegate GameGun projects to occasional novelties, because I can't think of a game I've enjoyed less since... well, since *BC Racers*. And that's pretty poor company. Roll on *Shining Sword*! □ mcw

3DO Magazine rating: ★★★



With a ban on blood, all *Bounty's* victims can do is curl up and play dead.

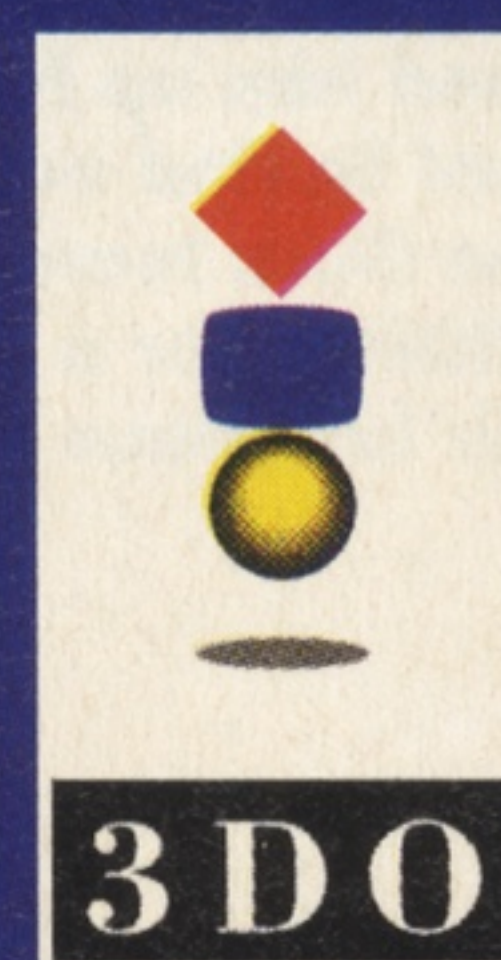
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3DO Game Guru

"I've just bought the **Game Guru** and can't do a thing with it, except expand the memory, it doesn't give you any clues on how make your own cheats up... So far I think the **Game Guru** sucks!" T. Milner, Mexborough.

Game Guru

Publisher: Studio 3DO

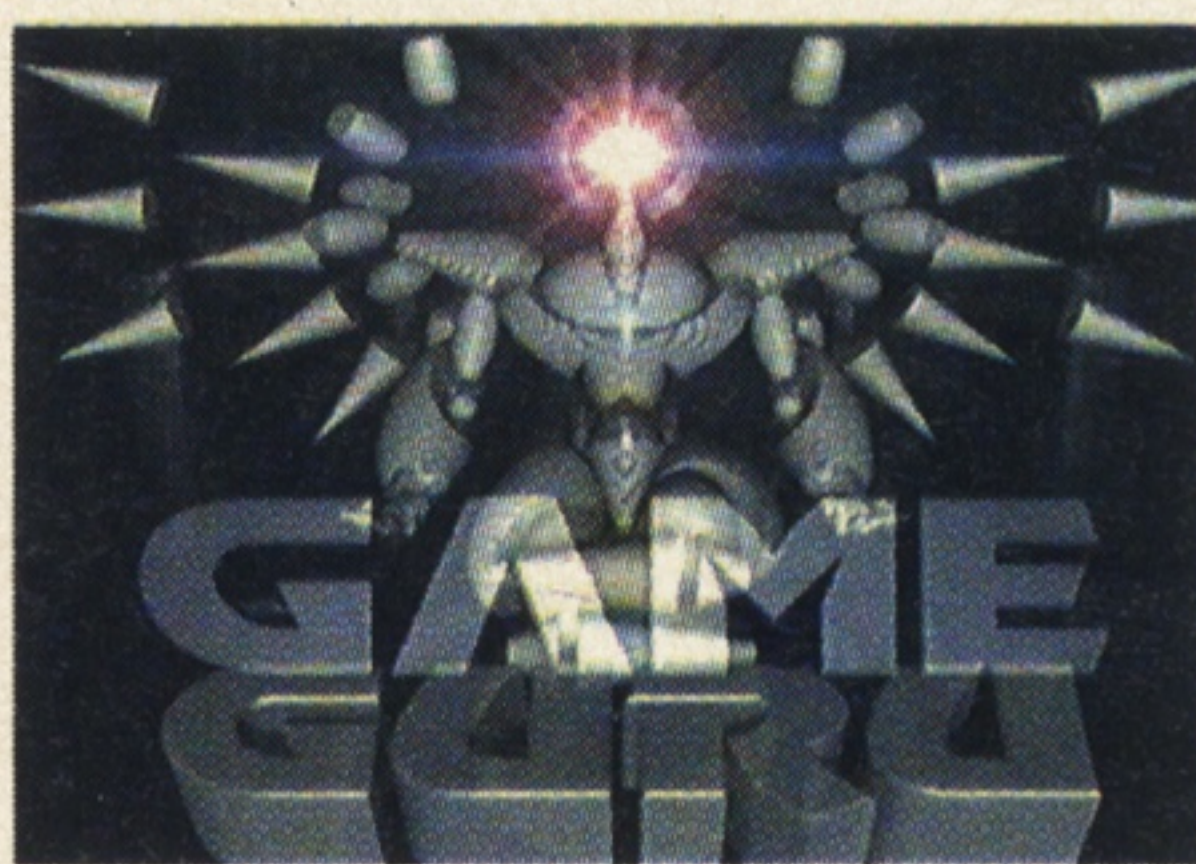
© TBA

Developer: Symbiosis Media

Save Game: 1

Price: £19.99

Available: Now



The **Game Guru** is principally the work of Mark Rearick (original idea) and John Elliot (the **Guru's** comprehensive library of codes). Mark got the idea while working on a save system for a game called *Avatar*. He came up with hex editor tool which he used to examine other game's save games. When talking with friends about this, their interest sparked the idea for a CD cheat utility. John Elliot soon came onboard to hack cheats, while artist Tomwoolf knocked Rearick's clunky, 2am hack interface into shape. Originally called the **Game God**, the retitled product is regarded by Rearick as the best hacking utility around for any system. 3DO certainly seem to believe him – after publishing the 3DO version they signed him up for a PC version! To find out more about the **Guru** team, input **IHAVETHE VIDEO2** for a guided tour of their luxurious abode.

Although the **Game Guru** started as a quick and dirty hex editor, any such program is conspicuous by its absence from the **Guru** when you first use it. There's excellent compression utilities and a superb library of cheats, but there's no hint of the powerful hex hacking utilities that had been promised. In fact, they are still there but – rather appropriately – you need a cheat to access them. More of that later, but first a brief explanation of why the **Guru** is so welcome...

When the 3DO system was hurtling towards its late '93 release date, it's fair to say memory management was not a primary concern. The SNES and Mega Drive had, after all, made do with password saves and, very rarely, tiny battery back-up memories on the carts themselves. The 3DO system wouldn't have the latter option, of course, but with 32K of non-volatile memory (32 times the CD32's 1K) that didn't seem a serious problem. Early games certainly didn't push the system, *Crash 'N' Burn* had a single save slot for tournament progress, money and upgrades, while *Another World* retained the password system of the cart version. But then came *The Horde*, Crystal Dynamics' arcade-strategy blockbuster which single-handedly swamped the NVRAM system. It allowed for four separate save games, each of which had to cope with thousands of variables – including forests of trees, each individually placed and aged. *Horde* saves were big, tended to overwrite other saves and couldn't easily be got rid of. Something Had To Be Done.

3DO's principal response was to develop the **3DO Storage Manager**, a program which allowed users to examine the NVRAM; listing all the files, their memory demands and allowing the user to delete old files. The **Storage Manager** was promptly added to the demo disc included with 3DO systems, before being built into the ROM for the



BladeForce proves pigs really can fly with this wacky bonus level – rather more easily accessible thanks to the **Game Guru**.

FZ-10 and first GoldStar machine. *The Horde* was itself hastily reissued with a new save system based on the **Storage Manager**, and most games now include their own versions.

Nevertheless, some games still have clumsy saves or files so huge as to swamp the NVRAM, eg *Theme Park* and *Panzer General*. (The latter game also notoriously suffered with a bug which makes it overwrite other saves.

The **Game Guru** includes a very useful fix for the latter problem.)

Highly Recommended
3DO Magazine

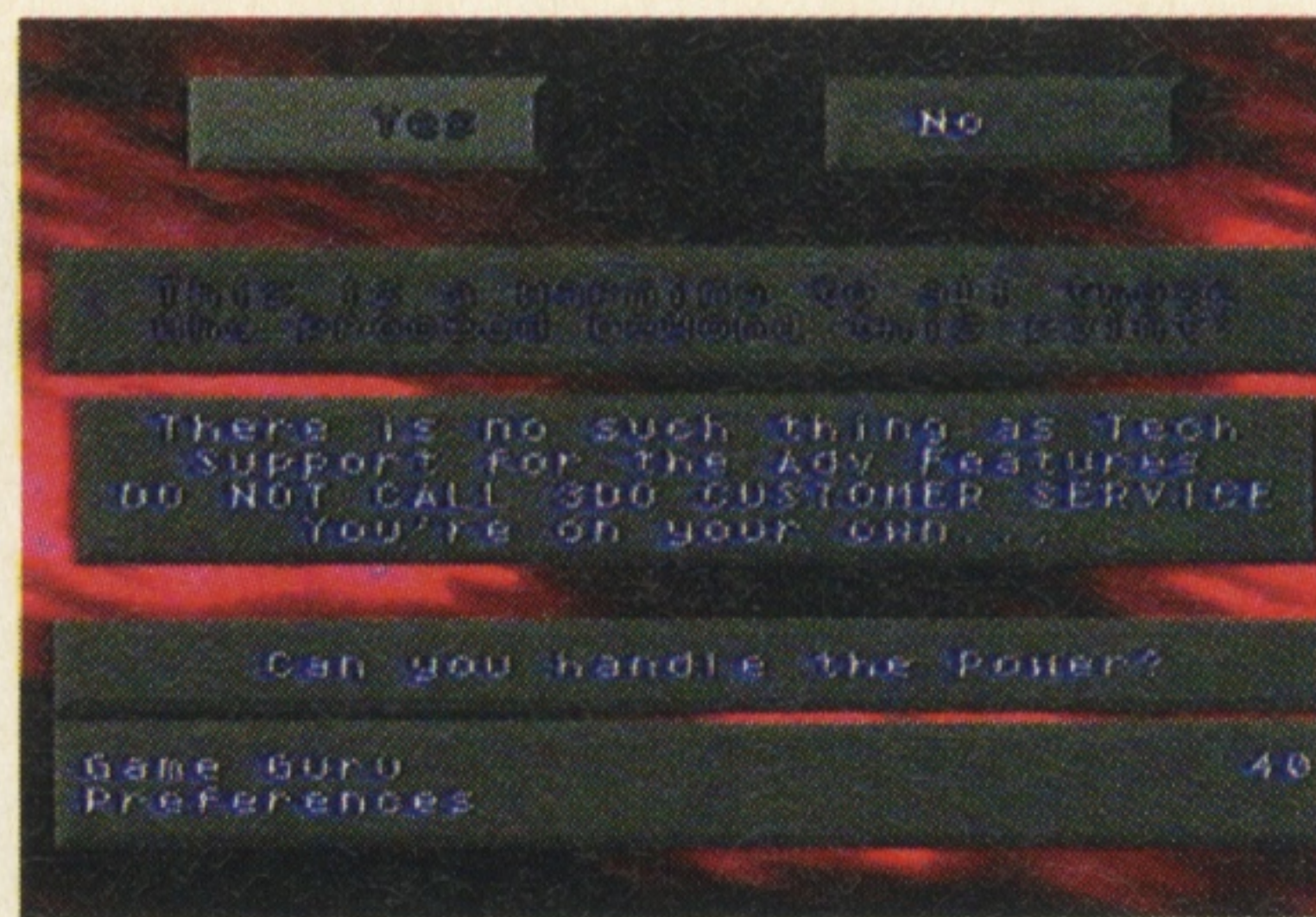
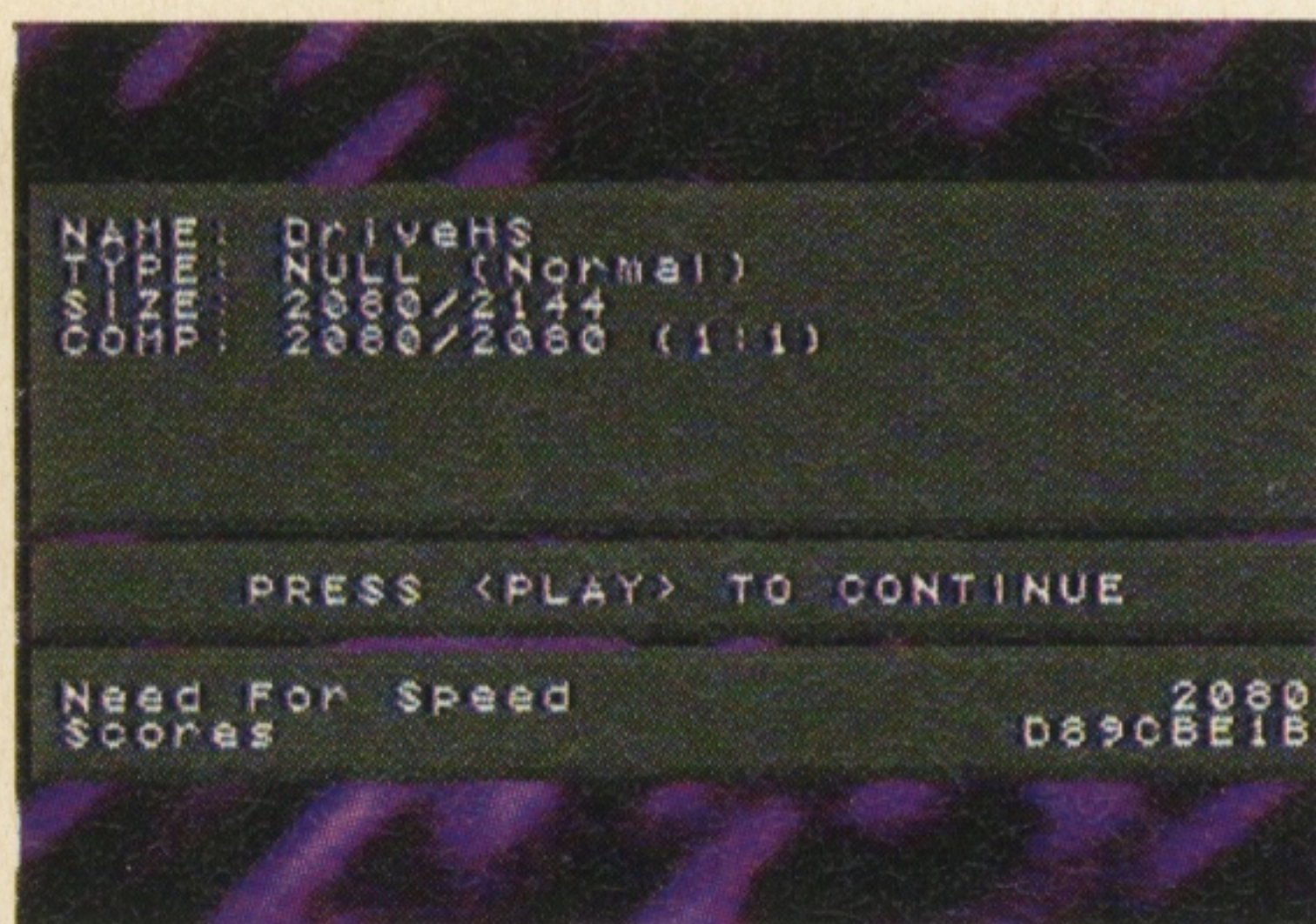
The 3DO's open architecture was designed to encourage peripheral makers, however, and there was soon talk of add-on memory systems. TDK announced a device with removal memory cards which perhaps inspired the PlayStation's save system – but this never actually shipped. Panasonic developed the FZ-EM256, offering 256K of additional NVRAM to store old files on, but this was too pricey to ever appear outside Japan. Until now, the one answer to memory problems was: wait until M2. Tough advice if

you've a collection of treasured saves on *Need For Speed* and so on, but still want to play memory gobblers such as *Alone In The Dark*.

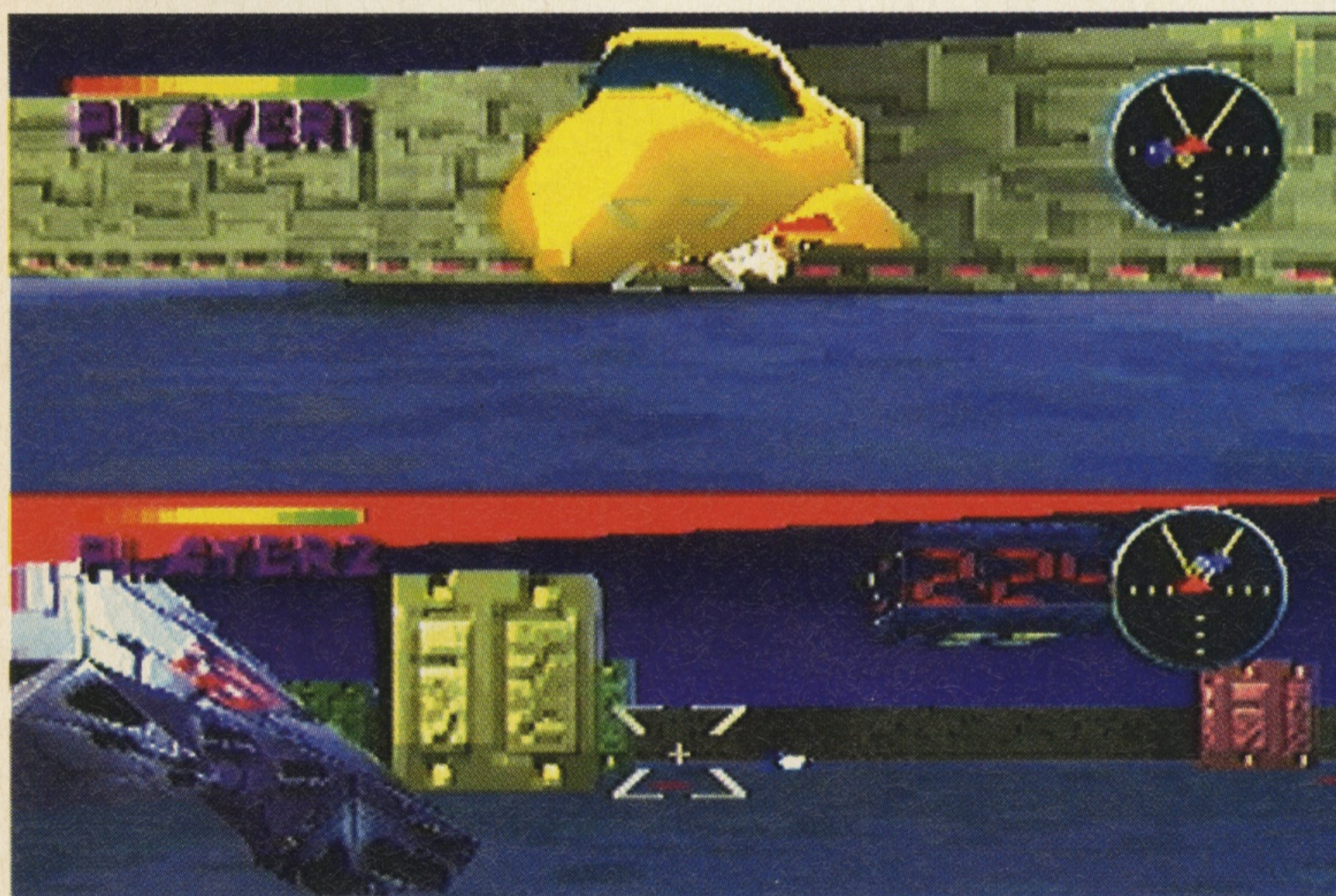
Decompression Chamber

The **Game Guru** completely overhauls the **Storage Manager** with its advanced compression/decompression techniques, enabling files to be crunched down by up to 300%. There are actually two options on offer, 3DO and CGC, with the latter being the default as the most powerful, albeit slightly slower. A couple of button clicks shrinks a *Shock Wave 2* file of 2340 to just 184, a 6144 *DefCon 5* save goes to 925. These figures represent roughly 7:1 compression, which seems a rough average. Although compressed files can't be read by games, and you need to be aware decompressing a file requires slightly more space than compressing it, the amount of NVRAM space you can free up makes this function alone worthy of the price. And there's a lot more to the **Guru** than this.

In standard mode, the **Guru** provide a comprehensive library of NVRAM



File statistics (far left), *Defcon 5*'s unusually complex save hex (middle) and powering up the Advanced Features (left).



Captain Quazar's ship makes an appearance in *BattleSport*, above left, and the *BladeForce* development team – cheating is easy with the *Guru*!

cheats for 39 games in all. Some games only get a single cheat, such as a rather useful \$3 million cash for *Syndicate*, but the best games – particularly Studio 3DO ones – are comprehensively busted. Particularly worthy of note are *DeathKeep* (access any level with lots of useful tweaks such as maximum experience and hit points) and *Wing Commander III* (letting you jump to any of the missions). Implementing the cheats is simplicity itself: select the cheat you want, click on the save file you want amended, click again and then insert your game disc. If you don't want to permanently lose your original save, you can copy it, rename it and then restore it after playing around with the cheat save. The *Guru* also allows new cheats to be input by typing in short, alphanumeric codes. These new codes can be found online, in *3DO Magazine* or created yourself...

Power Up

In the States, the legal complexities of hacking even the save slots of other publishers caused considerable headaches. At one stage the whole project was on the verge of being axed completely. Eventually, a compromise was settled upon with the advanced hacking features accessible only by inputting a cheat: IHAVETHEPOWER. Patch this into the *Guru*'s own save file and the loading screen reappears, fol-

lowed by a brief introduction. You need to click on 'Yes' to enable the advanced features, but be careful – the *Guru*'s highlighting features take some getting used to and it's easy to click on 'no' by mistake!

Once into the advanced mode you gain access to: a Hex Editor so you can examine the code of each save, often not all that large but still rather bewildering at first. The principal method revolves around examining an existing save game, loading the game and changing the variable you're interested in – such as energy, if that's actually saved – then saving the game again and using the *Guru* to examine the new

"The *Game Guru* completely overhauls the *Storage Manager* with its advanced compression/decompression techniques, enabling files to be crunched down by up to 300%."

save file for changes. Experimenting by changing around the numbers can be fun, so long as you don't confuse things totally by changing more than a few at time! – there's actually a 20 hex number changes limit. Unfortunately there's no comprehensive, step-by-step guide available as yet but hopefully, we'll remedy this in a forthcoming issue.

Once you've created a code in hex which works, the *Guru* thoughtfully lets you convert this hex patch into a standard letter-based code. So while code-

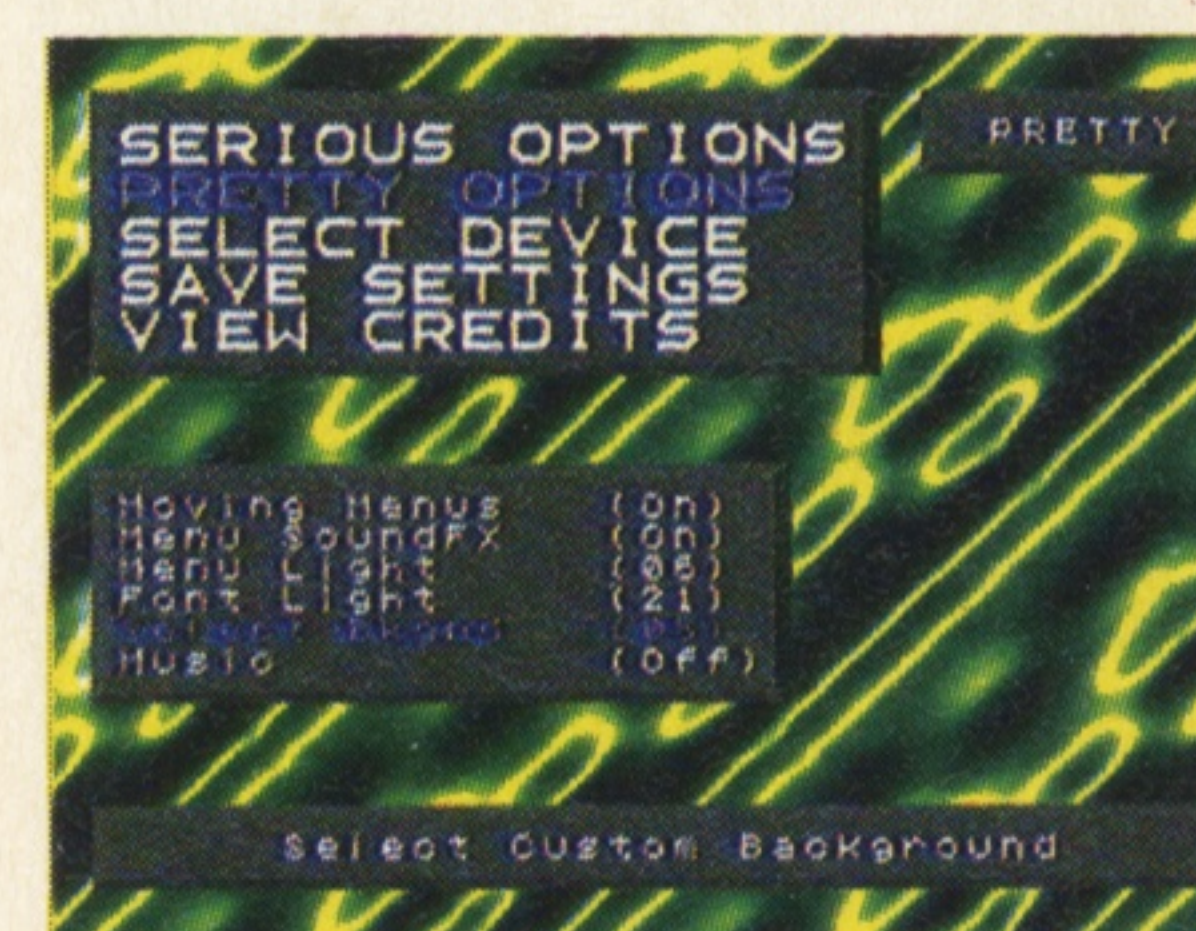
busting itself may seem a little too involved for the average gamer, fans will love it and their work is easily made available to others. It's a pity the system is limited to NVRAM (games which don't use it obviously can't be hacked, and even those that do occasionally don't save much hackworthy information), but this at least makes the *Guru* considerably cheaper than a hardware solution.

Other advanced features include comprehensive statistics on the files, including their type and compression, the ability to optimise the NVRAM and check it's working correctly, to create a filler file (preventing a game grabbing

too much memory) and transmit or receive a file.

The *Game Guru* is obviously unmissable for would-be game hackers and serious cheats, however even technophobes will find the user-friendly compression techniques and cheats invaluable for serious 3DO gaming. In future issues we hope to provide more information on how to use it and, of course, a steady flow of new cheats! □ ssw

3DO Magazine rating: ★★★★★



The *Guru* comes with a host of options to customise its presentation. There are 50 different backdrops, you can radically alter the brightness of text and 'paper', turn off the sliding menus, even choose between nine background tunes – although the latter requires inputting a cheat: SONGx.

For a two page blitz of fabulous *3DO Game Guru* cheats, tricks and codes, turn to the *System Codes Game Guru Special* on page 21.

Dragon Lore

Complete walk through for Mindscape's epic adventure...

Dragon Lore boasts some of the most sumptuous graphics yet seen on 3DO. A truly epic adventure, it stretches across three CDs and various game types – including dramatic, first-person perspective swordfights. It's also a very tough game and there is really only one way to achieve total victory. To turn your farm boy hero into a Dragon Knight and defender of the realm, read on...

Dragon Lore

Publisher: Mindscape

© 01444 246333

Developer: In-house

Save Game: 4 save game slots

Price: £39.99

Reviewed: 3DO Magazine •9

ENTER THE DRAGON

- *Never talk to anyone with a weapon or book in your hand.
- *Talk to the old man whittling. He tells you to get a bowl.
- *Look around the farmhouse and in the cart.
- *You'll find things like a war hammer and a curved sword.
- *Go out the gate. Turn right.
- *Go straight, turn right, then straight to the very end ignoring creature #1.
- *You're now in the pasture.
- *Go to the small structure and retrieve a bone.
- *Go back to where creature #1 is and give it the bone. (You can also kill creature #1 but that may lead you down another path).
- *Go to the barn-like structure and retrieve the bowl.
- *Go back to the farmhouse and give the bowl to the old man.
- *You can now enter the farmhouse.
- *Talk to the old man. He tells you to take Daisy to the pasture.
- *Get the rope from the farmhouse.
- *Go out the gate. This time go left.
- *Go to the broken gate before you reach creature #2.
- *Use the rope on Daisy.
- *Daisy will now follow you to pasture.
- *Lead Daisy to the pasture. Use the rope on the tree near Daisy.
- *Go back to the farmhouse.
- *Talk to the old man. Take ring and whistle.
- *Take the flint, sulphur, quaterstaff, armour and shield.
- *Wear the armour by clicking it on Werner's chest.
- *Use the shield by clicking it on Werner's right hand.
- *Use the war hammer or the sword in Werner's left hand.



Click on the cow with your rope and lead it to pasture.

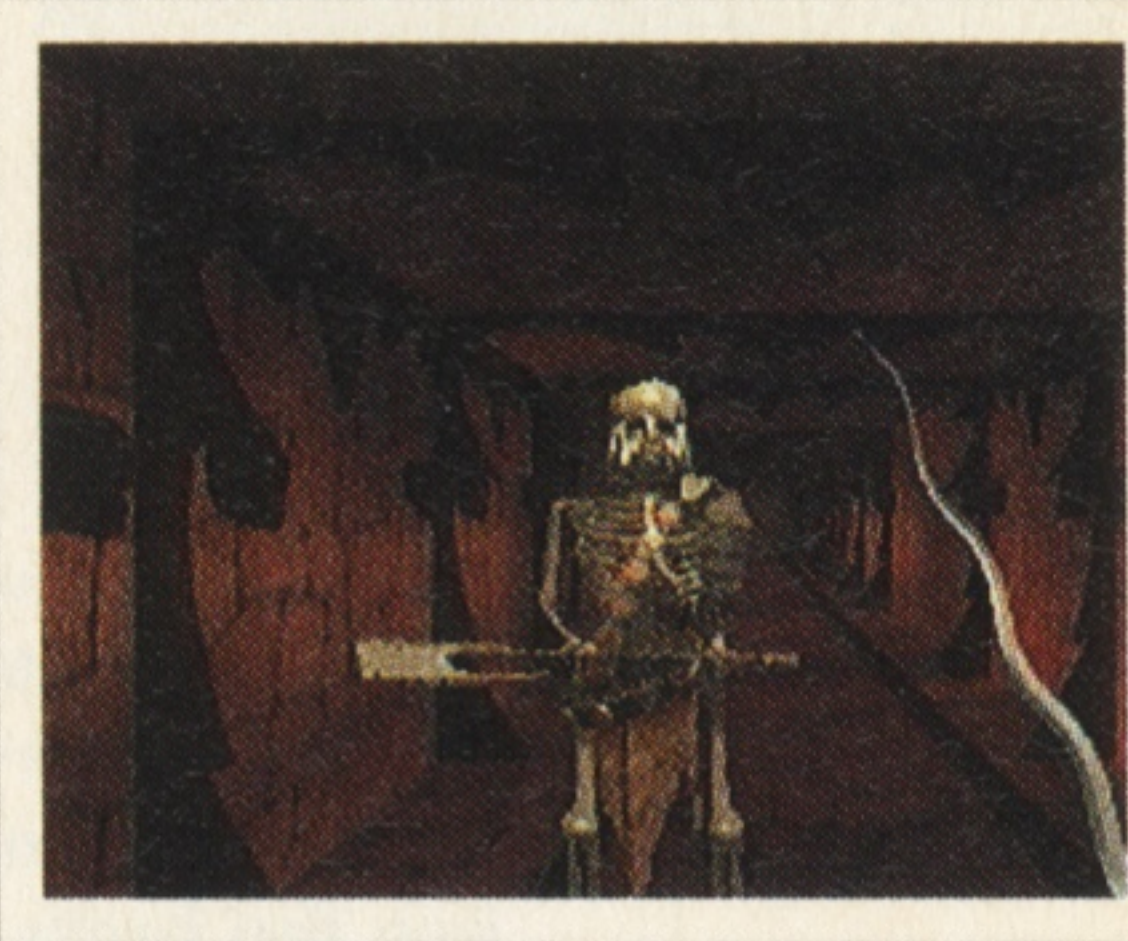


- *Go back to creature #2 who is blocking your path.
- *Use the whistle and the creature will let you by.
- *Go straight to the stone monolith. Turn right and enter the large skull to the left.
- *Go to end of the corridor and get the key.
- *Exit skull and enter the right hand skull.
- *Open gate with key. Turn around and exit gate quickly.
- *Turn around and wait for skeleton to come near gate.
- *Enter gate and now skeleton is stuck near gate.
- *If you kill the skeleton you can take its Halberd.
- *Look right at the hallway wall upon entering the gate.
- *Find and push the off-colour brick causing boulder to roll.
- *Look closely at the smashed boulder and retrieve the key.
- *Use the key on the gate at the end of the hallway.
- *Go through the trap door.
- *Use the Von Wallenrod ring on the door.
- *Touch the casket on the side without the ruby.
- *The dragon will then talk to you.
- *Keep talking until he gives you an open door spell.
- *Go back outside to the stone monolith.
- *Turn right. Go talk to Chen Lai.
- *Walk past Chen Lai through an archway.
- *Go through the wooden doors. Look at the left wall for an outline.
- *Use the war hammer to smash the wall

away and reveal a spell book.
 *Take the book. Place open door spell on book.
 *Put book on Werner's eyes to see spell runes.
 *Use book in Werner's left hand.
 *Cast open door spell on second set of wooden doors.
 *Head straight until you reach a crossroads.
 *Turn left and enter the inn.
 *Talk to Albert and George until they give you a ladle.
 *Exit the inn across the crossroads and into the cave.
 *Kill the dragonfly. Get some resin with the ladle from the back.
 *Give the ladle with resin to Albert and George.
 *Take the rope, the morning star, and the fireball spell.
 *Go back to the crossroads, turn left towards the web.
 *Put the fireball spell in the book and cast it at the web.
 *Go straight towards Diakonov and talk to him.
 *Kill his demon and take the oar from it by right clicking on its corpse.
 *Use the oar on the barge and head across the river.
 *Talk to Former Thane of Hav'shal.
 *Go straight until you run into some columns. Look for a strange skull.
 *Attach the skull to your rope to make a grappling hook.
 *Attach it to the tree branch over the man-eating plant and swing over it.
 *Talk to Tanathya Hyrenaph.
 *Go straight to the Toadstool village.
 *Talk to Cheldrya Serpentina.
 *Find the other bridge away from the Toadstool village towards the left.
 *Go towards the fountain.
 *Take the first path to the left.
 *Enter the tree house.
 *Talk to the woman in the tree. Take cog.
 *Go to upper level of tree house and get a piece of cloth from the drawer.
 *Go back to the fountain.
 *Soak cloth in fountain.
 *Turn left. Take first path on left. Go to garden.
 *For a nice dragon ride pick a flower. Talk to Arthus of Erwyndyll.
 *Go back to the garden. Use wet cloth over mouth and nose.
 *Pick a blue flower and take it back to the Toadstool village.
 *Smell the flower. You will shrink at this point. Kill the scorpion.
 *Pick up the blue vial which heals you.

Enter nearby toadstool.
 *Talk to the sprite until he gives you a dispel illusion spell.
 *Put the spell in the book and leave the toadstool.
 *Look for another toadstool without the sprite and enter.
 *Look for a green vial in the cupboard by the bed. Leave the toadstool.
 *Use the green vial and you'll grow again.
 *Go back to the garden and continue through it until you see Kuru the Seneschal.
 *Talk to Kuru. Put the missing cog on the wall.
 *Look at the wall to the right of the cogs and you will see an outline.
 *Cast the dispel illusion on the wall and a doorway will appear.
 *Enter the doorway, take a left at the first fork.
 *Take a right at the second fork. Take a right at the third fork.
 *Talk to Klaus Von Straupzig.
 *Take the torch from the floor and head back to the third fork.
 *This time take the left side to a red room. The centre lamp is a bucket.
 *Take it to the first fork and this time to the right side.
 *Fill the bucket in the well. Take it outside to the cogs.
 *Place the bucket full of water on the lever buy the cogs.
 *Go to the see-saw and take the silver chest. Go back to the red room.
 *Go through the doorway to a green crypt room.
 *Give the chest to Fujitomo No Samatory's skeleton and take his ring.
 *Use the torch in the dark doorway on the other side of the green room.
 *Talk to Herg Nach Drakhonen. Go straight to the river.
 *Jump in the river where you'll either get swallowed by the pike or kill it.
 *If you kill it take the diamond from the dead pike's body by right clicking on the body for its inventory.
 *If you're swallowed pick up the diamond and then slash at its internals and you'll be thrown clear onto the other bank of the river.
 *Head towards the mountains then jump past the tree towards the lake.
 *Walk into the waterfall and give the duck dragon the diamond.
 *Take the duck dragon's jewel back to Herg Nach Drakhonen.
 *Go back towards the waterfall and jump across the lake on the rocks.
 *Walk up the spiral path to the Stone

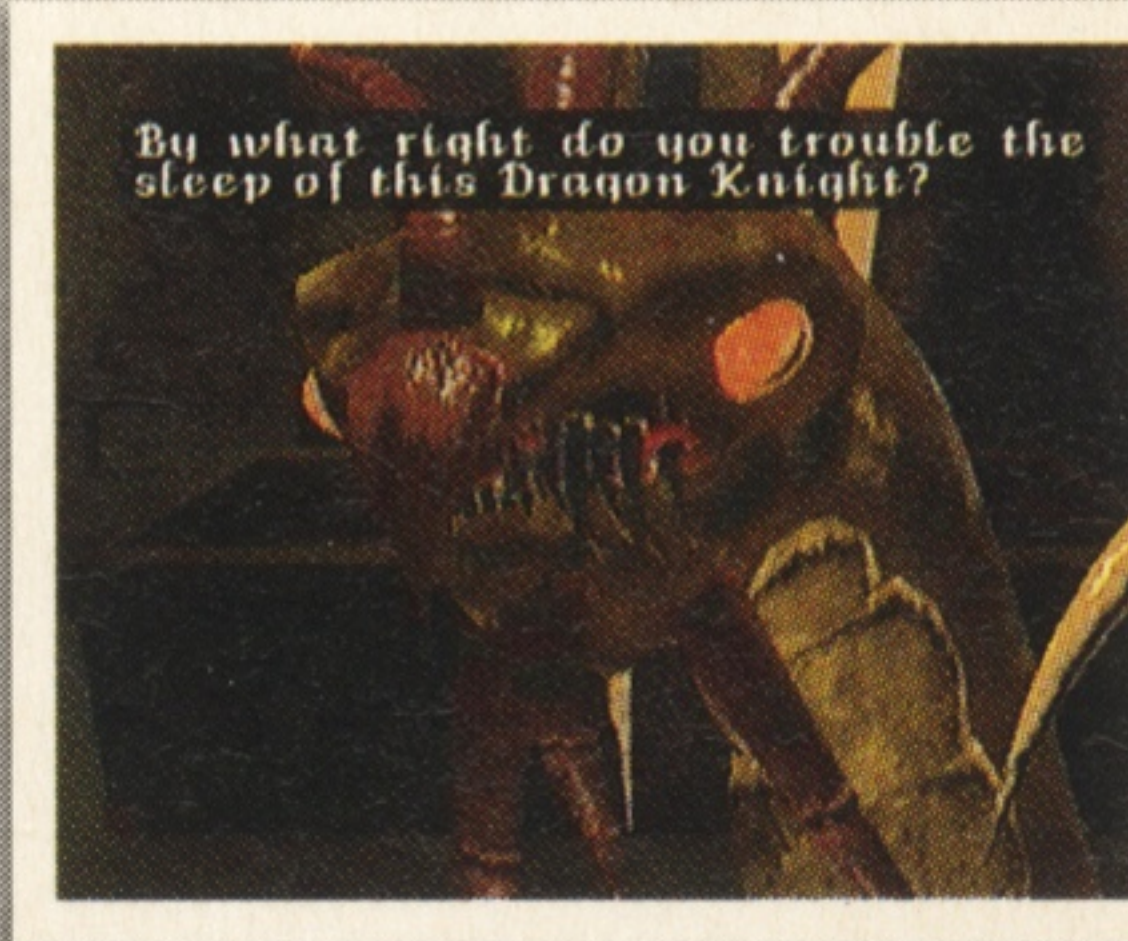
Henge like structure.
 *Talk to Helaynea D'Artica using your ring to prove who you are.
 *Spar with her. Take the pick axe. Go back down.
 *Use the pick axe on the blocked pathway then go through.
 *Talk to Diakonov and take his axe to chop down the dead tree.
 *Walk across the tree bridge. Talk to and kill the two thieves.
 *Take the bag and Kuru's sword. Head between the mountains.
 *Talk to Alexandre of Egregalienne and Sylvan of Sygill.
 *Give them the vase in the bag.
 *You can use the bag to conveniently hold your belongings.
 *Head towards the castle.
 *Wait for the game to say insert disk 2.
 *Go through the gates. Pass the Guardian dragon.
 *Show the dragon on the drawbridge your ring and enter the castle.
 *Kill the undead guy then go to the throne and touch the brass serpent.
 *Number the doors in the main hall in clock wise order and from 0 to 6 with 0 being the castle entrance.
 *Enter doorway #1 and get the holy water sprinkler from the altar.
 *Go to the back of the chapel and through the back doorway.
 *Get the candles from the shelf and the Bible from the bookstand.
 *Go back to the altar and place the candles in the candlestick holder.
 *Take the piece of the Von Wallenrod Seal.
 *Enter doorway #2 and turn right and head for the back wall.
 *Smash the bottle on the shelf by clicking a weapon on it.
 *Take stone eye #1. There's an effigy of a dragon god above the bed in the other room.
 *Enter doorway #4.
 *Retrieve the orna (sword) at the bottom of the spiral staircase.
 *Go back and enter doorway #3. Place orna on the display missing its twin to reveal a secret compartment.
 *Add the piece of the Von Wallenrod Seal to the rest.
 *Enter doorway #5.
 *Go through the pink closet to the room beyond.
 *Work with the fireplace to lower the lamp above the chess board.
 *Get a key from the lamp above the chess board and use it on the chest.
 *Add the final piece to the rest of the Von Wallenrod Seal.



Killing the undead isn't easy. One tactic is to constantly keep moving, running from one end of the hallway to other, attacking as the skeleton gives chase.



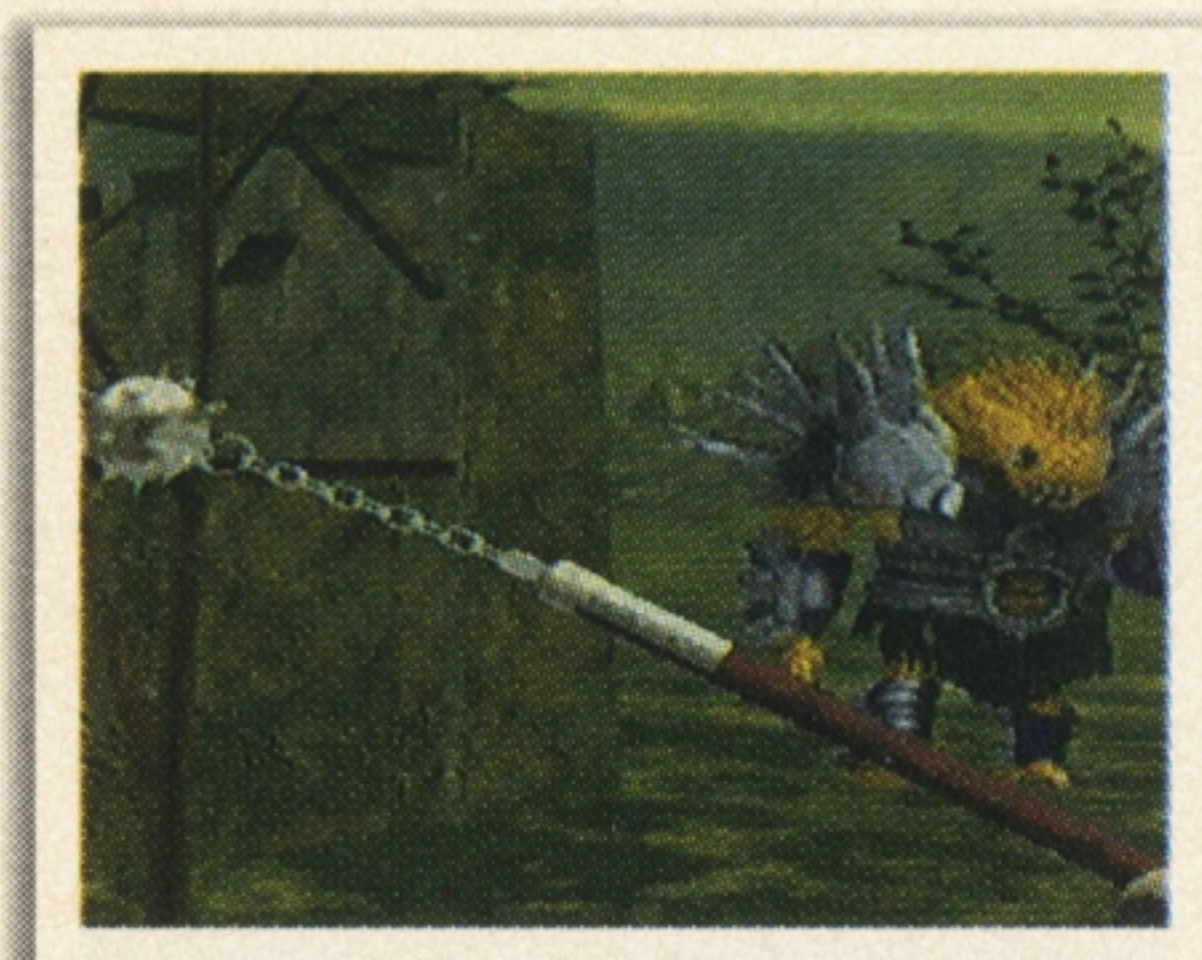
Raiders Of The Lost Ark provides inspiration for this exciting FMV scene.



While you can kill the dragon, it's better to get what you want by repeatedly clicking on him with a ring - it's good to talk!

continued over >

continued >



Diakonov's monster has to be killed in ferocious hand-to-hand combat before you can use the ferry.



Tanathya is renowned for her blood-thirsty nature - be careful not to provoke her.

- *Enter doorway #6.
- *Touch the dragon bookstand and pay attention.
- *Go back to doorway #4 down the spiral staircase.
- *Touch the Von Wallenrod Seal to the door with the markings.
- *Go through the door to the room has which debris on the floor.
- *Take the door to the left.
- *Go up ladder and take broken key.
- *Go back to the room with the debris.
- *Take the door straight across.
- *You enter a room with doorways from 0 to 7, again in clockwise fashion with door 0 being the one you just came in through. Enter doorway #1. Turn right. Go forward.
- *Touch the skeleton lying down on the bench and take stone eye #2.
- *Go out nearby doorway #2. Enter doorway #3.
- *Go through the door on the right. You are in the kitchen.
- *Take the ladle from the shelf. Go back to the 8 doorway room.
- *Take doorway #4. Go right. Go forward through door.
- *Look under sheet. Take stone eye #3. Exit nearby door #5.
- *Take doorway #6. You are in the blacksmith's work area.
- *Go through the door in the back and look for a sack of coal.
- *Take the sack of coal and put it in the fire pit. Light the coal by clicking the flint on the sulphur.
- *Click on the bellows to stoke the fire.
- *Get the hammer from the table with the three swords on it.
- *Heat up the key in the fire. Put the red hot key on the anvil.
- *Use the hammer to re-forge the key.
- *Get some water from the trough using the ladle and quench the key.
- *Take the hacksaw that's near the black kettle on the floor.
- *Go back to the 8 doorway room. Use the key on the final locked door #7.
- *Go downstairs. There's a dragon fountain in front of you.
- *Three cells are on the right, numbered from left to right 0 to 2.
- *Enter cell #1. Take receptacle (small skeleton) and leave the sword.
- *Put the receptacle on the skeleton in cell #2.
- *Place the Bible and the holy water sprinkler on the skeleton.
- *Step back and take the magicians key.
- *Enter the doorway to right of cell #2. Go to the door within and take the map from the treasure room.
- *Exit to room with the dragon fountain.
- *Enter the door to the left of cell #0.

- Kill the Orc and take the pliers.
- *Exit room. Enter the door just across from the one you just left.
- *Go up the stairs and jump in the pool. Take the crank.
- *Go back to the dragon fountain room.
- *Use the crank on the dragon head sticking out of the wall.
- *Go back to the pool. Go out the back door. Walk on the catwalk.
- *Talk to Phlogiston, Dragon of Fire. Take magic powder.
- *Take sleep potion. Go to castle entrance.
- *Use sleep potion on Guardian dragon. Take molten sphere.
- *Go to spiral stair case. Use magic powder on invisible barrier.
- *Go upstairs. Go through door. Go up to door on left.
- *Kill undead skeleton. Go to door on left side.
- *Look in low drawer and take metal ball #1.
- *Go back to the top of spiral staircase.
- *This time take the door straight ahead.
- *Take metal ball #2 from planter to the left.
- *Enter door on the left under ramp, this is the nursery.
- *Take metal ball #3 from the floor. Take the door to the right.
- *Turn left in the hallway. Use the hacksaw on the bars of the window.
- *Go onto the nest. Go to the perch outside the nest and turnaround.
- *Place the molten sphere next to the egg and use the pliers on the sphere.
- *Click on egg. The dragon's son will follow you although you can't see him.
- *Go back to hallway and take far door.
- *Take metal ball #4 from the shelf. Go back to the hallway.
- *Go through the middle door. Get twig from the fireplace.
- *Set fire to twig. Give twig to falcon.
- *Four holes appear on floor in front of falcon.
- *Put the metal balls in the holes.
- *Take the talon with the string attached.
- *Go down to the room containing the dragon fountain.
- *The room to the immediate left is the armoury.
- *On the right wall is a small skull, put a stone eye in the right side.
- *Take the key (2nd key) that was under the glass case. Exit room.
- *Take the stairs down in the dragon fountain room.
- *Open the door with the magician's key. Enter. Take the dragon saddle.
- *Go through the far door. The dragon will thank for bringing his son.
- *Give the dragon the saddle and talk to

- him. He will take you to a secret place if you give him something.
- *Give him anything but your ring and he'll give it back later.
- *In the secret place take the transport spell from the wall.
- *Put it in your spell book.
- *Take the vial of Diakonov's blood from the chest.
- *Invoke the transport spell.
- *Go to the dragon's lair.
- *Get back your item.
- *Go back to the armoury.
- *Pick up eye #4 from the second weapon rack on the left wall.
- *Use the remaining stone eyes on the two skulls.
- *Retrieve the sword, shield, and cross-bow.
- *Go back to the top of the castle.
- *Go to the top of the ramp, use the 2nd key to open the door.
- *Go through the subsequent door and turn left. Look in the kettle.
- *Place the string with the attached talon in the hole in the kettle.
- *Take the dragon key. Exit room. Go up the stairs. Use the dragon key.
- *Talk to Addleplate and put the sword, shield and crossbow in the pentacle.
- *After an incantation - he'll tell you can take back the stuff in the pentacle but there appears to be a bug. You can still finish the game though.
- *Go to the upper chamber - up the ladder and retrieve the ruby.
- *Addleplate gives you a magic map of the land. This can be used with the transport spell.
- *Go back to von Wallenrod's tomb.
- *Put the ruby in the slot on the casket next to its twin.
- *Touch the original ruby on the other side of the casket.
- *Take the von Wallenrod armour. Go back to the top of the castle.
- *Talk to Addleplate and show him Diakonov's blood.
- *Follow his instructions. Throw the blood in the pentacle.
- *Take the chalice. Take the power stone (amulet) out of the chalice.
- *Throw it at Diakonov. Take the dragon effigy and the crystal ball.
- *Break the dragon effigy by clicking a weapon on it in inventory.
- *Now you can pick up your weapons from the pentacle.
- *Go back to your dragon and ride him to the Dolmens.
- *Voting then begins
- *After you receive the majority of the votes Hellayne denounces Diakonov.

System Codes

Although the **3DO Game Guru** comes with built-in cheats for 39 games, from *Crash 'N' Burn* to *Wing Commander III*, you can never have enough cheats. Fortunately, the *Guru* allows users to input new cheats, as well as creating their own. Below are the latest crop, which also serve as a good example of exactly what the system's capable of.

CORPSE KILLER

ACTIVATE ALL LEVELS CODES by Al Amaloo

099 Health	IUMVCXF
255 Datura bullets	JDDICXF
255 Armor piercing bullets	IDDHCFX
255 Armor piercing datura bullets	HDDGCFX

CYBERIA

ACTIVATE ALL LEVELS CODES by Erin Fritz

Patch the file: CYBERIAWork
 IXXXXXXXXXXXXX
 ACTIVATE ALL LEVELS (CODE 1 OF 14)
 WXXXXXXXXXMMSCX
 ACTIVATE ALL LEVELS (CODE 2 OF 14)
 KXXXXXXXXUXXHXX
 ACTIVATE ALL LEVELS (CODE 3 OF 14)
 GXXXXWXXXWXCXX
 ACTIVATE ALL LEVELS (CODE 4 OF 14)
 TWXWXWXWXWXTWX
 ACTIVATE ALL LEVELS (CODE 5 OF 14)
 MXXXXXXXXWXIWX

ACTIVATE ALL LEVELS (CODE 6 OF 14)
 GWXWXXXXXXXXDWX
 ACTIVATE ALL LEVELS (CODE 7 OF 14)
 VXXXXWXXWXXUVX
 ACTIVATE ALL LEVELS (CODE 8 OF 14)
 IWXXWXXWXXWJVX
 ACTIVATE ALL LEVELS (CODE 9 OF 14)
 GXXXXXXXXWXXEVX
 ACTIVATE ALL LEVELS (CODE 10 OF 14)
 TWXWXXWXXWXXVX
 ACTIVATE ALL LEVELS (CODE 11 OF 14)
 LXXXXXXXXWXXKUX
 ACTIVATE ALL LEVELS (CODE 12 OF 14)
 XWXXWXXWXXWFX
 ACTIVATE ALL LEVELS (CODE 13 OF 14)
 QVXUUWF
 ACTIVATE ALL LEVELS (CODE 14 OF 14)
 Patch the file: CYBERIAx.log (x is the name you entered when starting *Cyberia*).
 IXXXXXXXXXXXXX
 ACTIVATE ALL LEVELS (CODE 1 OF 11)

Game Guru ULTIMATE Codes

Codes By John Elliott

Unlock *Game Guru*'s advanced features:
IHAVETHEPOWER
 Behind the scenes video about *Game Guru*:
IHAVETHEVIDEO2
 Alter background music:
SONGx
 (Where x is the number 1 through 9.)

Step By Step Instructions:
 1) Select "ENTER CODE" from the menu.
 2) Select "GameGuru.CFG" from the list.
 3) Enter either of the above codes.
 4) Turn your 3DO off, then back on! The code is now active!

continued over >

BATTLESPORT

CASH CODES by John Elliott

These codes should patch the save game file.
 \$99,999: YFLNLWEXW
 \$16,777,215: XFFEEDEWXX

TOURNAMENT MODE TANK by Steve Munk

These codes should patch the save game file.

TANK	CODE
Stinger	LJTJXXF
Invader	JHTJXXF
T-Shark	HFTJXXF
Repulse	ZDTJXXF
Scorpion	XWSJXXF
Brawler	VUSJXXF
Stingray	TSSJXXF
Past-Time	MLSJXXF
Quazar's	KJSJXXF
B'Sotto	IHSJXXF

TOURNAMENT MODE OPPONENT CODES

(patch the savegame file)
 These codes should patch the save game file.

OPPONENT	CODE
Arson	HWXIVXF
Snyper	GVXIVXF
Rage	ZUXIVXF
Shadow	YTXIVXF

Bull	XSXIVXF
Bog	RMXIVXF
Kubo	QLXIVXF
Ariana	PKXIVXF
Veteran	OJXIVXF
Androminus	NIXIVXF
Pthark	MHXIVXF

TWO PLAYER INSTANT ACTION TANK CODES

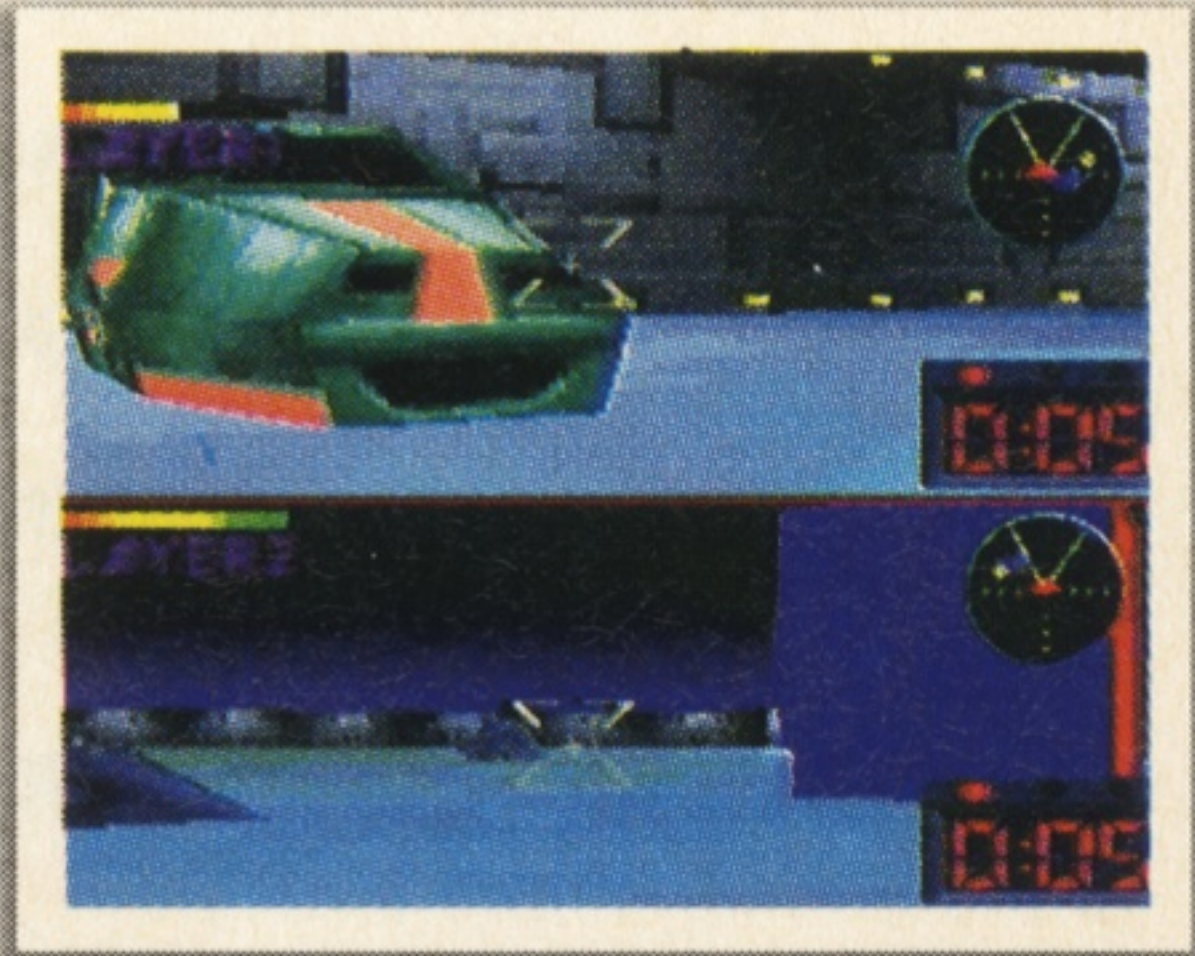
These codes should patch the bs_123gosets file.

TANK	PLAYER1	PLAYER2	BOTH
Invader	GSXJXXF	ZSXJXXF	RSXSJXXF
T-Shark	UMXJXXF	TMXJXXF	GNXMXJXXF
Repulse	TLXJXXF	SLXJXXF	YMXLXJXXF
Scorpion	SKXJXXF	RKXJXXF	WLXKXJXXF
Brawler	RJXJXXF	QJXJXXF	UKXJXJXXF
Stingray	QIXJXXF	PIXJXXF	SJXIXJXXF
Past-Time	PHXJXXF	OHXJXXF	QIXHXJXXF
Quazar's	OGXJXXF	NGXJXXF	OHXGXJXXF
B'Sotto	NFXJXXF	MFJXXF	MGXFXJXXF

ONE PLAYER INSTANT ACTION OPPONENT CODE

These codes should patch the bs_123gosets file.
 Pthark: IHXWXXF

After patching the bs_123gosets file, go into Instant Action Setup and use left on the d-pad to access Pthark and any opponent before him. At least one instant action game must be played in order to create bs_123gosets file on your system.



Play against a square!



Play against Captain Quazar!

continued >

Want more? Still not enough?
Check these out...

KILLING TIME
Codes By **John Elliott**
All codes patch the save
game file.

GDDGVXF ACTIVATE ALL VESSELS
(CODE 1 OF 2)

PHHGGFFEEDLVXF ACTIVATE ALL
VESSELS (CODE 2 OF 2)

SDDSVXF ACTIVATE ALL KEYS
(CODE 1 OF 2)

HHHGGFFEEDDXVXF ACTIVATE
ALL KEYS (CODE 2 OF 2)

PGA TOUR GOLF
Codes By **John Elliott**
All codes patch the save
game file.

WWXWXWXWXWXXVXF
ALL CLUBS AVAILABLE
(CODE 1 OF 3)

RWXWXWXWXWXSXF
ALL CLUBS AVAILABLE
(CODE 2 OF 3)

LWXWXWXWXHVXF
ALL CLUBS AVAILABLE
(CODE 3 OF 3)

QUARTERBACK ATTACK
Codes By **John Elliott**
All codes patch the save
game file.

3 Time Outs Remaining **VUXDWXF**

0 Visitor Score **KXXJWXF**

69 Home Score **WSTKWXF**

1st Down **SWXSWXF**

1 yard to go **LWXLWXF**

1st Quarter **ZWFWXF**

2nd Quarter **YVFWXF**

3rd Quarter **XUFWXF**

4th Quarter **WTFWXF**

SUPREME WARRIOR
Codes By **Erin Fritz**

ACTIVATE ALL LEVELS CODES

Health boost **WVWXXF**

All Special Skills with power of 3
(Code 1 of 2)

VUXUXUXUXKXXF

All Special Skills with power of 3
(Code 2 of 2)

XUXUXUXUXFXXF

Next month, a *Game Guru*
bonanza for **Captain Quazar!**

SWXWXWXWDXSXF
ACTIVATE ALL LEVELS (CODE 2 OF 11)
LXXXXXWXWXHXXF
ACTIVATE ALL LEVELS (CODE 3 OF 11)
HWXXXXXXXXCXF
ACTIVATE ALL LEVELS (CODE 4 OF 11)
UXXWXWXWXTWXF
ACTIVATE ALL LEVELS (CODE 5 OF 11)
JWXWXWXWXXIWXF
ACTIVATE ALL LEVELS (CODE 6 OF 11)
ZXXXXXWXWXDWXF
ACTIVATE ALL LEVELS (CODE 7 OF 11)
UWXWXWXWXXUWVF
ACTIVATE ALL LEVELS (CODE 8 OF 11)

STARFIGHTER

Codes By **Steve Munk**

All codes should patch the save game file.

Command Level Selection Codes should patch the save
game file.

Cadet: **MXXKXXF**
Corporal: **LWXKXXF**
Captain: **KVXKXXF**
Commander: **JUXKXXF**

MISSION TIER SELECTION CODES

This allows you to play any mission on a Mission Tier
whenever you want. Mission tiers are laid out as follows:

TIER#	MISSIONS AVAILABLE
Tier5	11 12 13 14 15
Tier4	07 08 09 10
Tier3	04 05 06
Tier2	02 03
Tier1	01

TIER	CADET	CORPORAL	CAPTAIN	CO/DER
1	YXXCXXF	GXXGVXF	IXXKTXF	KXXULXF
2	XWXCXXF	ZWXGVXF	HWXKTXF	JWXULXF
3	WVXCXXF	YVXGVXF	GVXKTXF	IVXULXF
4	VUXCXXF	XUXGVXF	ZUXKTXF	HUXULXF
5	UTXCXXF	WTXGVXF	YTXKTXF	GTXULXF

Note: If you want to access missions on a tier in a differ-
ent command level, you must use the command level select
code as well as the tier select code for that command level.

MISSION COMPLETION AND REPLAY CODES

These codes are useful if you just can't complete a mission
and want to go on or if you want to be able to replay a
mission that you especially enjoyed. The codes are most
helpful when used in conjunction with the Command Level
and Mission Tier Select codes.

CADET LEVEL

#	MISSION NAME	FINISH	UNFINISH
01	Rookies Start Here	TWXTWXF	UXXTWXF
02	Ariel Strike Training	SWXSWXF	TXXSWXF
03	First Wings	LWXLWXF	MXXLWXF
04	Ground Combat	KWXXWXF	LXXKWXF
05	Stratoliners	JWXJWXF	KXXJWXF
06	Academy Exams!	IWXIWXF	JXXIWXF
07	Ariel Combat Train	HWXHWXF	IXXHWXF
08	The Space Station	GWXGWXF	HXXGWXF
09	Central Intelligence	ZWFWXF	GXXFWXF
10	Rocket Pad	YWWEWXF	ZXXEWXF
11	Chemical Delivery	XWXDWXF	YXXDWXF
12	The Wastelands	WWXCWXF	XXXCWXF
13	Sneak Attack	WVXXVXF	XXXVXF
14	Supply Line	VWXWVXF	WXXWVXF
15	Transmission Towers	UWXVVXF	VXXVVXF

KXXXXXWXWXWJVXF
ACTIVATE ALL LEVELS (CODE 9 OF 11)
YWXWXWXWXXEVXF
ACTIVATE ALL LEVELS (CODE 10 OF 11)
TWVUXF
ACTIVATE ALL LEVELS (CODE 11 OF 11)

PHEONIX 3

Codes By **John Elliott**

999 Lives: **UMFUXJKVF**
999 Rounds Of Ammunition: **HMFUXXVXF**
999 Grenades: **NMFUXJVXF**

3DO Magazine

CORPORAL LEVEL

#	MISSION NAME	FINISH	UNFINISH
01	Scanners Down	VWXXUXF	WXXXUXF
02	Outpost	UWXWUXF	VXXWUXF
03	Down in the Valley	TWVUXF	UXXVUXF
04	Blanket Bombing	SWXUUXF	TXXUUXF
05	Command & Control	RWXTUXF	SXXTUXF
06	Traitor!	QWXSUXF	RXXSUXF
07	Brainwashed	JWXLUXF	KXXLUXF
08	Sea Breeze	IWXKUXF	JXXKUXF
09	Dark Training Camp	HWXJUXF	IXXJUXF
10	Chemical Weapons Test	GWXIUXF	HXXIUXF
11	Remote Fuel Depot	ZWXHUXF	GXXHUXF
12	Enemy Attack Platform	YWXGUXF	ZXXGUXF
13	Remote Mining Station	XWXFUXF	YXXFUXF
14	Enemy Arms Meeting	WWXEUXF	XXXEUXF
15	Damn Rookie Pilots	VWXDUXF	WXXDUXF

CAPTAIN LEVEL

#	MISSION NAME	FINISH	UNFINISH
01	Strategic Bomber Test	WWXFTXF	XXXFTXF
02	Tractor Beam Matrix	VWXETXF	WXXETXF
03	Enemy Bomber Attack	UWXDTXF	VXXDTXF
04	Death Valley	TWXCTXF	UXXCTXF
05	Lost in Space	TWXXSXF	UXXXSXF
06	Misinformation	SWXWSXF	TXXWSXF
07	Fighter Test Station	RWXVSXF	SXXVSXF
08	Launch Site	QWXUSXF	RXXUSXF
09	Darkworld Shootout	PWXTSXF	QXXTSXF
10	Enemy Gathering	OWXSSXF	PXXSSXF
11	Trouble Brewing	HWXLSXF	IXXLSXF
12	Trial and Error	GWXKSXF	HXXKSXF
13	Surrounded	ZWXJSXF	GXXJSXF
14	Taken Over	YWXISXF	ZXXISXF
15	Bomber Training	XWXHSXF	YXXHSXF

COMMANDER LEVEL

#	MISSION NAME	FINISH	UNFINISH
01	Enemy Fleet	SWXJLXF	TXXJLXF
02	Capital Investment	RWXILXF	SXXILXF
03	Nerve Gas	QWXHLXF	RXXHLXF
04	Follow the Leader	PWXGLXF	QXXGLXF
05	Enemy Hangars	OWXFLXF	PXXFLXF
06	Broadcast Towers	NWXELXF	OXXELXF
07	Conglomeration	MWXDLXF	NXXDLXF
08	Lab Attack	LWXCLXF	MXXCLXF
09	Rigged	LWXXKXF	MXXXKXF
10	Military Central	KWXWKXF	LXXWKXF
11	Potential Hazard	JWXVKXF	KXXVKXF
12	Cloak and Dagger	IWXUKXF	JXXUKXF
13	Super Fighters	HWXTKXF	IXXTKXF
14	Enemy Cruiser Fleet	GWXSKXF	HXXSKXF
15	Darkworld Meeting	TWXLKXF	UXXLKXF

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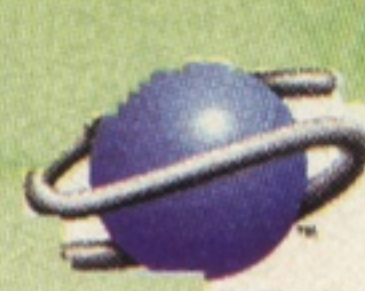
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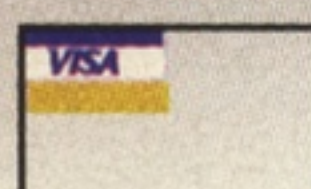
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The rather spectacular *StarFighter*, from Studio 3DO, as recommended by Rob Hoardley. Check out the power ups in issue 10.

One other *Wing III* tip: Go with Flint not your mechanic, again don't let your wife know. Sorted!

Back to the 3DO itself. It's awesome it's going nowhere, especially not extinct like some ringed planet console I could mention. One thing I find excellent is connecting it to my video and recording the action and editing it. I now have two hours of FIFA goals, an hour of death-defying manoeuvres from *Road Rash* and an amazing seven hour film of *Wing Commander III* (*Star Wars* Trilogy eat your heart out!). Roll on *Wing Commander IV*.
Philip Wright, Cadsall, Southampton.

But what about *Need For Speed* crashes?

To Robin at TORC software, sold any games in ten minutes recently? And yes, you do look like Danny Baker. And to Marcus, you truly look like a man who has had a very intimate encounter with a lawnmower.
G. Schofield, Bedford, Middlesex.

Injokes, don't you just love them!



Lucian's Quest, going down a storm in Japan...

I'm writing to hopefully reassure people about the delay to M2. I was terribly disappointed when Next Generation (an American magazine) said that M2's US release would slip into '97 - although I still expect that MEI will make Christmas '96 in Japan. Eventually I changed my mind. Here is why I think a delay is bearable:

1. Most importantly, it will give developers a chance to properly finish games - and a decent number of them. Who wants to see a repeat of the mish-mash which was the 3DO launch?
2. During 1996 there should be a couple of RAM production facilities coming on-line which should force down prices (because of competition). This means that 1MB extra SDRAM might be a reasonable addition to M2 by the last quarter of '96. You frequently comment on the problems faced by developers due to RAM limits in CD consoles. Extra RAM would be popular with the development community and would give gamers even better visuals and sound.
3. The CD mechanism will be cheaper, offering MEI more flexibility in either RRP or system specs.
4. DVD should be gaining pace by the end of '96 and MEI should be able to cash in on the DVD bandwagon/hype.
5. Nintendo are not a huge worry. Most of their games are not as popular in the West as they are in Japan (especially at £80 a go!). Also, Nintendo may slip again, leaving them with a release schedule similar to that expected for M2.

Finally, are we to expect anything about M2 games to surface at the E3 show this May?

Nigel Parker, Newton Abbot, Devon.

All good points, unfortunately the release date delay has meant M2 will not get its E3 launch until next May - shortly before its US release. However, to encourage software support for the Japanese, Xmas release there should be plenty of behind-the-scenes hype which we'll report on next issue.

Firstly, thanks for the tips and the response to my letter on *StarBlade* and *Wing III*, but unfortunately I had swapped *StarBlade* and finished *Wing III* before you responded! Mind you, as you are now going monthly, hopefully this problem will be solved!

Second, thanks for your *Doom* review. Being an avid PC *Doom* fan, I was really looking forward to it, and thankfully avoided wasting £35 and being very disappointed. I bought *StarFighter* instead, which is totally addictive, easy to play but hard enough not to be able to finish in an afternoon. Could you do a section on power-ups for me and other players?

Third, does anyone make a pad with six buttons and a joystick, arcade style? I can't justify £70 on a Flightstick but recall seeing a piece in

one of your issues which showed exactly what I wanted, but you did not mention who made it or where it could be bought! I know Nintendo pads can be used, but again have never seen the adapter in shops or advertised. Can you help?

Fourth, and no letter is complete without it, M2. I have just read the April issue to see words like 'American release May 1996', and 'UK release next year for the add on'. This seems to be a new stage in the delay process as the Feb/March issue was all Autumn releases and smiling faces from Matsushita bosses. Another twelve months is going to be a long wait for a lot of people, and although fourth and fifth gen 3DO games will be out, and looking the dogs, I'm sure the third gen PSX games will be pretty awesome too. I know it's impossible to give a date, but please try within the nearest six months at least, to put all those worried 3DO owners minds at rest once and for all.

Fifth, I was glad to see another reader write in about the fact that Blockbuster and other stores do not stock 3DO titles for rental. I have thought the same thing for a while, and have written to the Marketing Director at Blockbuster with absolutely no response. Your comment that other users should write as well is correct, so here's the address:

**Blockbuster Group (UK) Ltd,
Blockbuster House,
45 Riverside Way, Uxbridge,
Middlesex, UB8 2YF.**

I also think that it would not hurt for Studio 3DO to become involved, or at least show a bit of support, rather than having several thousand users write without any input from the main UK backers. I cannot think of a reason why they don't stock them and it would only do 3DO good if they did, so how about some support from the big guns for once?

Yours, happy with a big tele,
Rob Hoardley, Horley, Surrey.

The Blockbuster Rental Campaign starts here! Good work on writing off to them, we hope other readers will follow suit.

On your first and second points, sorry about the *Wing III* delay but we included *StarFighter* tips in issue 10 so hopefully that evens things out a bit. The monthly schedule will certainly speed things up!

On point three, the massive, arcade-style joystick you remember from issue one was developed by Panasonic but sadly has never been seen outside Japan. SNES joypad converters were available for a time, but as 3DO joypads improved the market for them ceased and they're no longer in production.

Point four and M2 brings us to Xmas '96 for Japan, Spring '97 for American and Autumn '97 for Europe. According to rumour, the NTSC M2 upgrade for Japan could work on PAL machines and might even be officially released in Europe ahead of the standalone's Autumn launch.

I have recently upgraded to a 3DO from a SNES and I am more than pleased with my GoldStar 3DO (although it turned out to be a much lighter grey than the advertisements portray).

Having made the change, I decided to check out the magazines covering my new machine. I was shocked to find the amount of bias towards the PSX and Saturn in the self proclaimed 'unbiased multi-format' magazines. I enclose a game guide which is entitled the 'Ultimate 3DO Owners' Guide'. This guide just illustrates how little they know about the games (of which they could only find about three decent ones).

Anyway, to my point - your magazine may be twice the price of these multi-format magazines, but like most things in life you get what you pay for! - an excellent, informative read.

One last thing, could you please tell me the equivalents of my favourite SNES games on the 3DO? *Zelda*, *Mario Kart*, *Super Bomberman II*, *Super Tennis* and *Super Mario World*?

You've won yourself a loyal, regular reader.

M.J. Graham, Bournemouth, Dorset.
PS Could you please let GoldStar know that the channel their machine is set to when packaged will not play through most videos. Although it is easy to change this, there is little or no mention of how in the manual supplied.

Speaking as an ex-SNES owner myself, I have to say you're in for a treat. The 'Ultimate Guide' was a typically nonsensical and woefully inadequate production from a now defunct magazine. Writing amusing copy isn't much use if you don't bother to actually play the games involved, especially considering the years of development many have gone through.

On SNES to 3DO equivalents, I'd nominate *The Horde* and the imminent *Lucien's Quest* for Nintendo's excellent *Zelda IV* adventure. *The Horde* can't match *Zelda*'s sheer size, but the audio-visual presentation is truly a generation on, establishing a superb atmosphere which is replete with excellent gags. While *The Horde* is more of a strategy/arcade game than a true adventure, *Lucien's Quest* is the real thing - a massive RPG which we hope to review soon, maybe even in this issue.

Technically, *Mario Kart*'s closest equivalent is the dire *BC Karts* from GoldStar. Avoid this in favour of the awesome arcade-style racer *Road Rash* or the incomparable *Need For Speed* supercar sim, both sadly single-player games. Alternatively, if you want two-player action and liked shooting your friend with a turtle-shell even more than overtaking on a tight corner, check out the epic sci-fi *BattleSport* with an excellent head-to-head, splitscreen mode and a huge variety of power-up weapons.

Super Bomberman II has a

Japanese equivalent in Sanyo's *Taiketsu-Rumiz*, again we're hoping for a review soon.

Super Tennis is an excellent tennis sim, one sadly without a direct 3DO equivalent. However *FIFA* and especially the awesome *Madden* - which makes American football addictive for anyone - provide more than adequate recompense. *Madden* has an excellent two-player option, while *FIFA* allows for six players - arguably making it a *Super Bomberman* rival!

Finally, Nintendo's classic *Super Mario World* is a huge, incredibly inventive adventure although it hardly showed much of an advantage for 16bit power as compared to its 8bit NES predecessors. To really get up to date, try Crystal Dynamics' highly playable *Gex* with Mario-style gameplay in 32bit guise. Like *SMW*, a friendly save system takes away some challenge - but the hidden Planet X will test any one's platforming skills.

Hello again!
1. In 3DO issue 8 you asked readers to indicate if merchandise for 3DO and 3DO games would be popular. As a father of three boys weaned on *Sonic* posters I know how popular they are. So far, I have only been able to get one *Space Hulk* poster. Posters and T-shirts for other games would be very well received in my household.

Posters may appear in future issues.

2. Congratulations on the new monthly format. Given the conspicuous lack of 3DO coverage in other magazines, two months was too long to wait between other issues.

Glad you appreciate us!

3. My favourite game of all time on any format has to be *Space Hulk*. It's main appeal for me is its realism and its tremendous atmosphere. It has superb action scenarios requiring nerve and shooting skills, yet to guarantee success a sense of strategy and tactics is essential. This is what I bought my 3DO for! It is one of the few games I've played that despite its toughness (some missions more than others), has had me replaying the same scenario 50 times and failing each time (sometimes miserably!). I would like to congratulate you especially, therefore, on your Players' Guide. It was utterly brilliant!

Expect more comprehensive guides on other games soon.

4. Partly because I'm impatient I purchased *Foes Of Ali* (I'm a boxing fan) and *PGA Golf* (loved it on the Mega Drive) before your reviews. I've now seen your *Foes* review which I consider to be spot on, however I have to record my severe disappointment with the golf game. I may have a bad memory, but the Mega Drive *PGA '95* digitised players looked as good. Only three courses. And so slow. The chirping birds sound like they're played by someone in the background using an LP of sound effects on an old record player. The muted

applause sometimes occurs seconds after the ball is holed. Delay between shots and selection screens is ridiculously long. Unforgivable EA!

After suffering over a year's worth of delays, it's no surprise that 3DO PGA has some glitches. On high detail settings, the graphics cause considerable delays due to memory problems. However, as we pointed out in the review if you turn down the detail setting everything becomes a lot faster – albeit not quite as fast as a cart. Roll on DVD drives, we say!

5. I'm not going to ask the usual questions concerning M2 because I know that when we have hard news on release dates and price, you will be the first to report it. But please can you dispel the rather persistent rumour reported variously in XGen, Digitiser and other places that Panasonic is considering not making an upgrade for 3DO I. Of course, I read your interview quote from Mr Tachibana and felt quite confident about the upgradeability of my machine, but have since read contrary rumours.

Every indication we have from Panasonic is that the upgrade will definitely go ahead in Japan. Providing an upgrade path for all Panasonic 3DO (FZ-1 and FZ-10) owners is a key requirement, recently confirmed by a 3DO spokesperson.

I have been a keen 3DO games player almost from the start. I generally own 6-7 games at any one time, but I have played my way through 23 titles in eight months. I am the proud owner of every demo disk available and (after some frustrating searching for back copies) a bound full set of every issue of **3DO Magazine**. I am enthusiastic about my machine but even I would have to doubt the future of 3DO without the upgrade path to M2!

Mark Davis, Horsford, Norwich.

Firstly, I would like to congratulate you on the quality of your publication. I purchased my FZ-1 after reading issue 1, and I have not been disappointed with either magazine or machine since. The multi-format magazines seem to have a collective viewpoint that the 3DO belongs on the shelf gathering dust with the Jaguar; one of many recent irritating comments in one of these publications heralded *Return Fire: Maps of Death* as at last something worth writing a full review on for the 3DO!

1. Where have these people been for the last 18 months!

Indeed. It's ironic to compare the coverage given the PlayStation's Shock Wave I conversion with that for the far more advanced 3DO sequel, which arrived about the same time.

2. In common with many other 3DO owners I feel frustrated at the media and marketing dominance of the Saturn and PSX. Anyone who has actually seen my 3DO in action has been blown away by it. And in the past 18 months I have purchased a number of games (many on your magazine's recommendation) and I have not been disappointed with a single one: this is more than I can say for any other computer or console that I have ever owned!

It's to be hoped that after 3DO I trail-blazed the way for the excellence of next generation of gaming in the midst of an economic depression, M2 will reap the benefits of a mass-market boom in videogaming expected next year.

3. The low profile of the 3DO in retail outlets has its ups and downs. For example, the branch of HMV I visit most often has stopped selling 3DO

titles completely. However, on the other hand I recently acquired *PO'ed* and *PGA '96* for £19.99 each (from Virgin and Special Reserve respectively) so it's not all bad news I suppose.

Check out our special offers in this very issue. One of 3DO's strengths is the wide range of excellent software which, at budget prices, will encourage people to try games they might otherwise have not tried. PO'ed is a good example as its rather off-putting marketing, as well as hype around Killing Time and Doom, has meant sales far lower than its excellent gameplay deserve. BattleSport has also been unjustly neglected, while Panzer General could well be the game to convert those previously sceptical of wargames.

4. One of the main factors which persuaded me to buy the FZ-1 was the support given to it by Electronic Arts (as shown in the impressive titles reviewed in issue 1). I was rather disappointed to see that *FIFA '96* failed to be released for the 3DO. Was there any explanation for this? Are EA still committed to the 3DO?

Aside from a handful of titles tentatively scheduled for later in the year, EA has now switched its attentions to M2 which, considering the time it takes them to finish their admittedly awesome games, is all to the good! On the subject of FIFA '96, since the groundbreaking 3DO game was, once again, the model for other 32bit conversions it seemed EA didn't regard the improvements as warranting a 3DO update.

5. Can you tell me what has happened to some of the games which have disappeared from the Coming Soon list? What about *Star Trek: TNG* and also *The Grandest Fleet*? On a similar note, are there any more wargames in the pipeline. I enjoyed the excellent *Panzer General*, but is *Perfect General* ever going to be more than an 'in next month's issue' phenomenon?

If only Perfect General had remained a next month phenomena (see 3DO/10 for swineging two star review). 3DO ST: TNG was a highly ambitious interactive movie project which sadly proved a touch too ambitious, although its development work undoubtedly influenced the more conventional PC game which followed. The Grandest Fleet may still appear, but after Kirin's last game we're not holding our breath in anticipation.

6. Finally, I look forward to the release of M2 and only hope that it can achieve the success to match its impressive looking technical specifications. Your magazine gives a regular boost to my faith in 3DO, keep it up!

N. Armstrong, Tonbridge, Kent.

I recently purchased a 3DO and *Return Fire*, and my friends and I usually play until early morning. It is a brilliant game, but I have been thinking of a few extras which would make the M2 sequel the best game ever!

I'll mention only a few: there are so many. I'll send a full list to Prolific/Silent Software.

1. Real 3D landscapes with hills, mountains, canyons, rivers, valleys, waterfalls and loads of colour. Different landscapes, like deserts, jungles, swamps and mountains would greatly contribute to the gameplay. Unlike *Return Fire I*, the roads and rivers should twist and turn.

2. More vehicles! How about a Stealth fighter, a boat and platoons for raiding the enemy base. A few more weapons, like missile launchers and one A-bomb hidden under a tree

somewhere would be great.

3. More classical music. How about Oh Fortuna (Orff) and that song at the end of Die Hard?

4. Night-time missions and fog-obscured spots. Just perfect for the M2's lighting effects.

5. Most importantly – a link-up mode! Either two players each using their own TV, or a team-mode similar to Doom where one team can share a split-screen with the other team using their own screen.

Well, that's about one tenth of my ideas.

I have a few questions about *Samurai Shodown* and conventional six-button joypads. If you play on the normal 3DO pad, you have to use the right-shift button to activate kicks. If you play on the Capcom pad, for example, are the buttons *SFII* style? Does the 3DO detect a sixth button? I mean, in essence the 3DO pad is also a six-button one.

The 3DO pad actually has seven buttons and six-button pads simply rearrange the shift buttons and pause button to replicate an arcade layout, leaving 'X' separate – SFII's software then treats it as a pause button.

Do you know of any Midway-style arcade joysticks for 3DO? Fighting games are far more responsive with a decent joystick.

Lastly, a message to all 3DO owners: keep the faith!

Hedley Roos, Kuilsrivier, S. Africa. Email: 9530851@firga.sun.ac.za.

Dear Interactive, Why have you got the same name as a rather cheesy channel 1 computer games show?

Now for the serious stuff. I'm talking about that farce of a game on the 3DO... *Doom*. A god of a game on nearly every other system it was released on, with perhaps the exception of the 32X and yet, when it finally hits the 3DO we get a sad, small screened, jerky running excuse for a game. Then the rumours about the productions problems of the game started; 'the original version of *Doom* needed a 4MB PC to run properly, so we had to rewrite the game engine.' Wreck the game engine, more like. Or how about the rumour that the game only took ten weeks to actually code, even though we had to wait for the game for over a year?!

Releases like this on the 3DO can only damage the reputation of a fine machine. And there really would appear to be no excuse for it. Look at the excellent classic *Killing Time*, a true deity of a game if there ever was one. What about *PO'ed*? Now there was a well designed game engine. It wasn't so long ago that people were wetting their colostomy bags over the 'look up, look down and jump' engine of *Dark Forces*, and here is a game on the 3DO engine that has the same engine!!!

Actually, PO'ed is technically far superior with its jetpack and remote control missiles.

The company that produced the 3DO version of *Doom* have a lot to answer for. They have managed to irritate no end of 3DO owners who wanted a good version of *Doom*, and have made themselves the victim of ridicule. If their aim was to annoy *Doom* fans and make themselves look dumb, they have succeeded 100% They appear to be a bunch of losers...

Anyway, now that I've got that little bit of bile out, I can now resume normal service and revert to the formulaic letter writing concepts that have plagued games magazines for

years... here we go...

Dear Interactive,

1. When is *Shock Wave 3* coming out? I have just finished *SW2* (in two days) and want the next instalment. *SW2* is an incredible game and a real challenge by the way. Buy it now!

In 3DO/7, lead programmer Laurent Benes predicted a Xmas '97 release. 2. Things appear a bit quiet on the M2 front, what's happening? **Arcade deals with Williams, Konami and possibly Capcom, a peak at Ironblood M2, an M2-based PC graphics card and revelations about an N64-style M2 controller and loadsa development kits shipping – we would argue those news stories rated above a whisper!**

3. GoldStar have now stopped producing 3DO machines, do you think this will affect the future of the machine? Is this the beginning of the end for 3DO?

3DO was designed never to end, but instead to be periodically upgraded as with M2 and unlike PlayStation, Saturn and N64.

4. I have just purchased the *Game Guru*, an excellent piece of kit, but how do you design your own codes? **See our feature on page 21.**

Your magazine appears to be released rather erratically. I realise a lot of this may be down to there simply being no new software released. I do, however, have a few suggestions.

The cover CD could be dropped, along with the price of the magazine. If the high price of the magazine is one of the factors that allow the magazine to keep being published, perhaps if there is nothing else to put on the cover, you could include the Sampler CDs that the 3DO Company produce. They seem like a good idea.

The high price is essential for newsstand viability, but fortunately subscriptions allow for a much lower price. We have, of course, recently used a 3DO Sampler but there was no cost saving in this – it was simply that we couldn't find an alternative demo.

If you are looking to fill out the pages of the magazine, include a few more letters and – what I would really like to see – is an extensive hints, tips, cheats and solutions section each month. If you could publish an entire solution to a game every month I'm sure it would go down really well with your readers. In fact, publish a whole magazine dedicated to solutions to 3DO games. That would be totally excellent. I could even help you, I'm that good! (well, I could help with *Wing III*, *SW2* and *Killing Time* anyway!)

The recent reduction in pages due to lack of advertising has actually left us with too much material for each issue, hence the tiny type-size for 3DO Interactive! Rest assured, we are looking to cram in as many tips as possible.

Review any or all import games, Japan and America often get games in advance of us.

Virtual Stadium Baseball is reviewed this issue on pages 10-11. More import games will follow.

Get a big *Game Guru* section started. **Already started.**

And on a final note, there are some new role-playing games being released for 3DO, one of them – *Lucien's Quest* – looks excellent, review it soon, ok?

Lucien's Quest has indeed been causing plenty of Stateside excitement. Expect a review ASAP.

Right, that's about it from me for this month, until next time!

G. Schofield, Middlesex. □ ssw

3DO Magazine

Dear 3DO mag I'd like to know where do I go from here, no answer, reply or solution from you is what I utmost fear.

You've tempted me with titles that are so far beyond my reach, I'd love to sit with my kids, language and mathematic the 3DO could teach.

Reply in Feb/March edition is maybe I think all fiction, I'm sorry if you find mistakes in my poor verse and diction.

I've been passed around from place to place but still I've had no luck. It would be a terrible shame to face it's untruths printed in your book.

They said they would fax the US of A, they said they would ring me back, they said they would contact their suppliers, I don't like to talk of liars.

I have two children six and three who watch my husband play, game after game at adult level, of which many can be found on display.

This entertainment is a great pastime but education is what they need, it's at its best when it's fun, oh where is Fatty Bear I plead.

Oh where can I get Mathemagics, Putt and Sesame Street, please give me the answer to find the characters my kids would love to meet.

Pam Curylo, Derby. P.S. To find and purchase these game it's to you I hope I'll have to thank, and as my pocket is not too big, I don't want to have to break the bank.

Unfortunately, it seems most importers no longer handle 3DO edutainment software. Your best bet would be check out the pages of US magazines like EGM and Die Hard Game Fan for shop ads to see if you could buy from America direct. In the meantime, accept some of our edutainment review copies.



PO'ed. Weird marketing, super game. Below, Ironblood M2.



The fabulous Virtual Stadium Professional Baseball.

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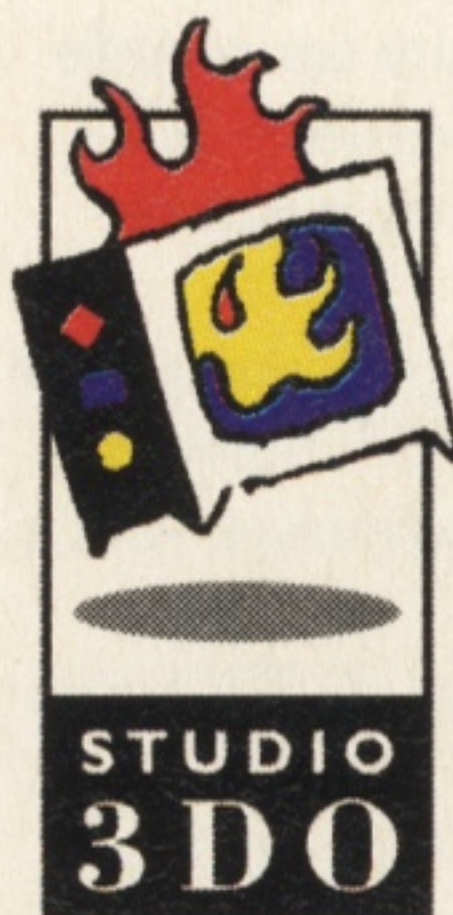
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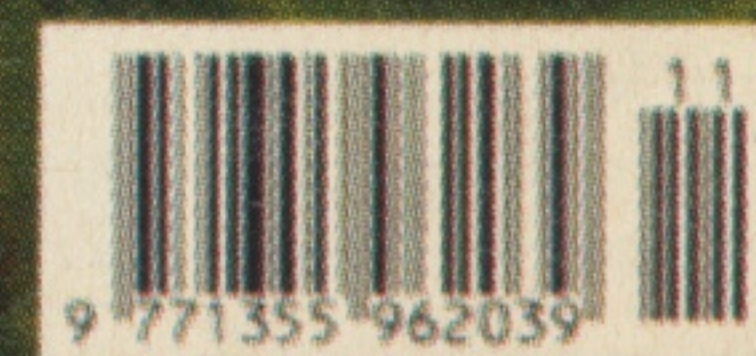
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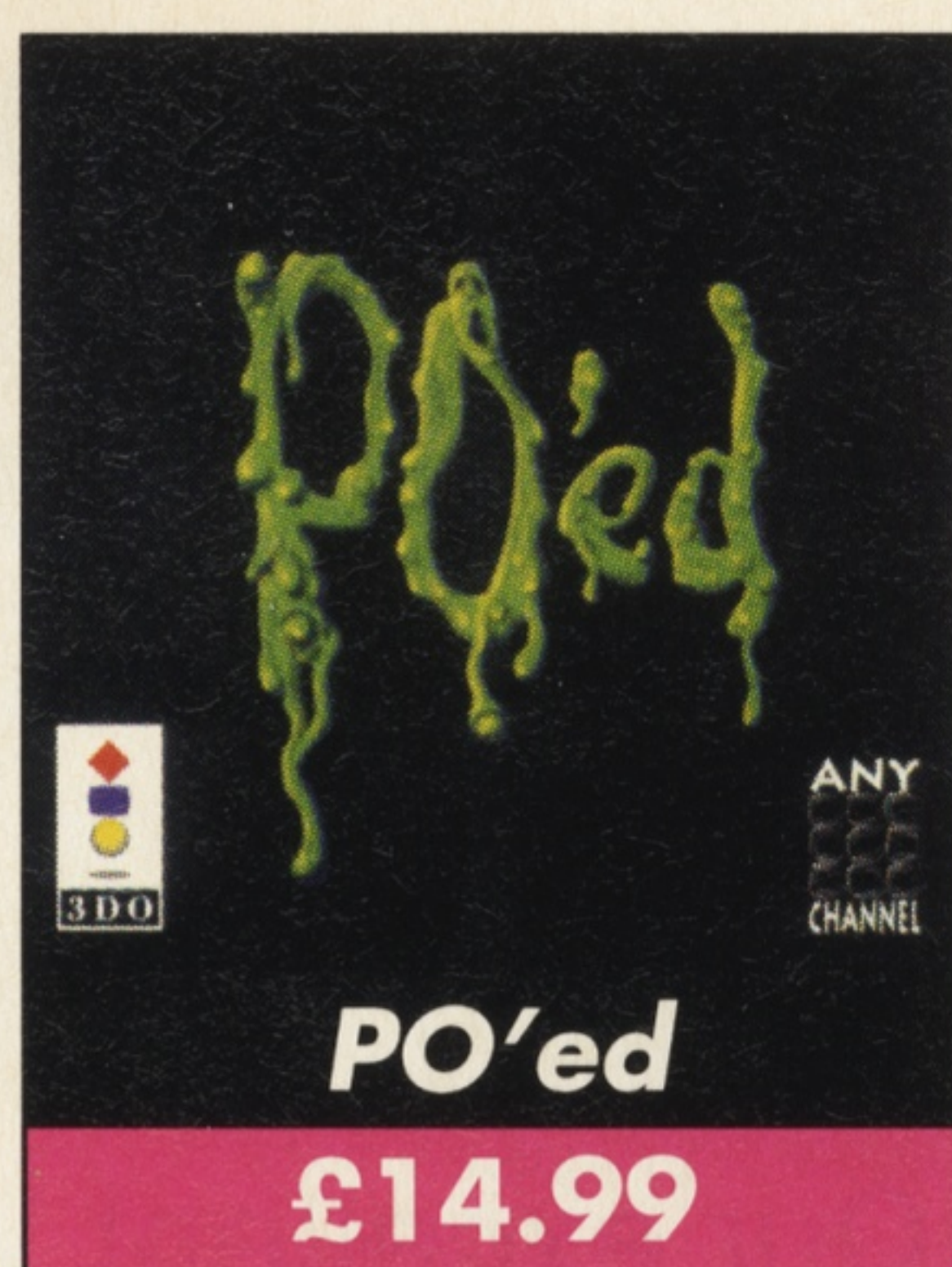
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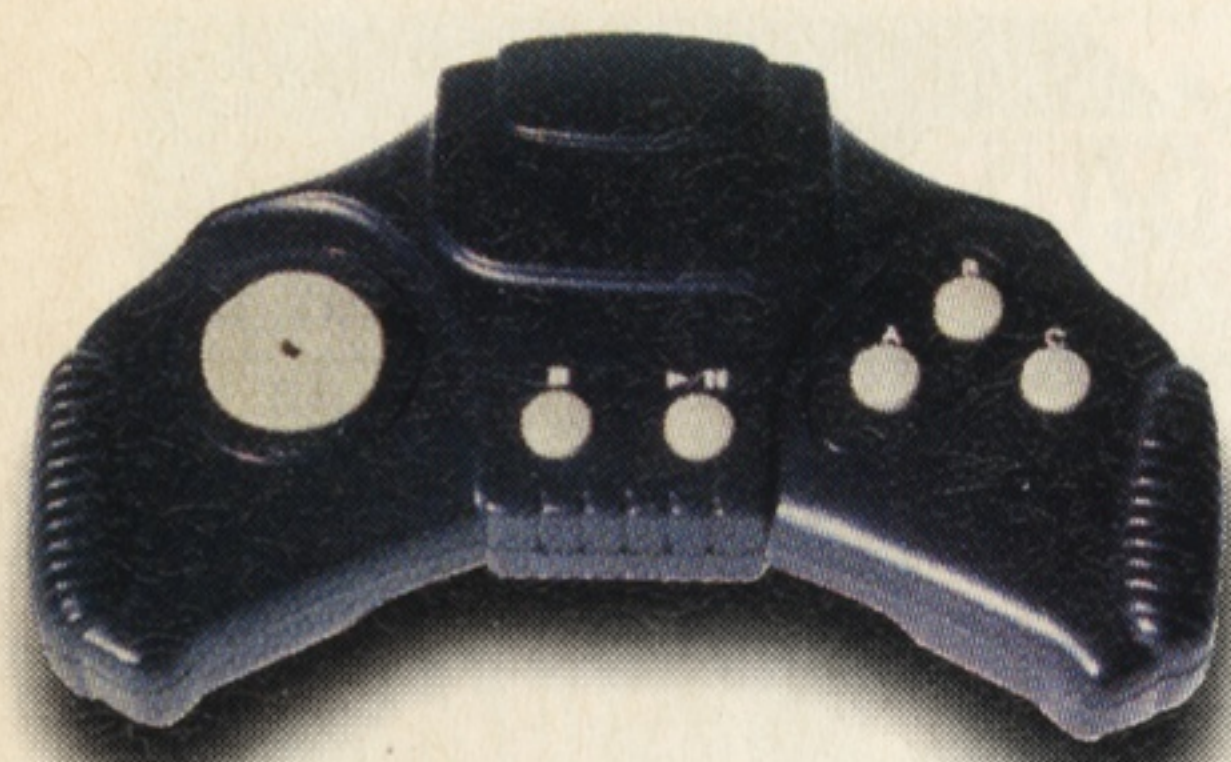


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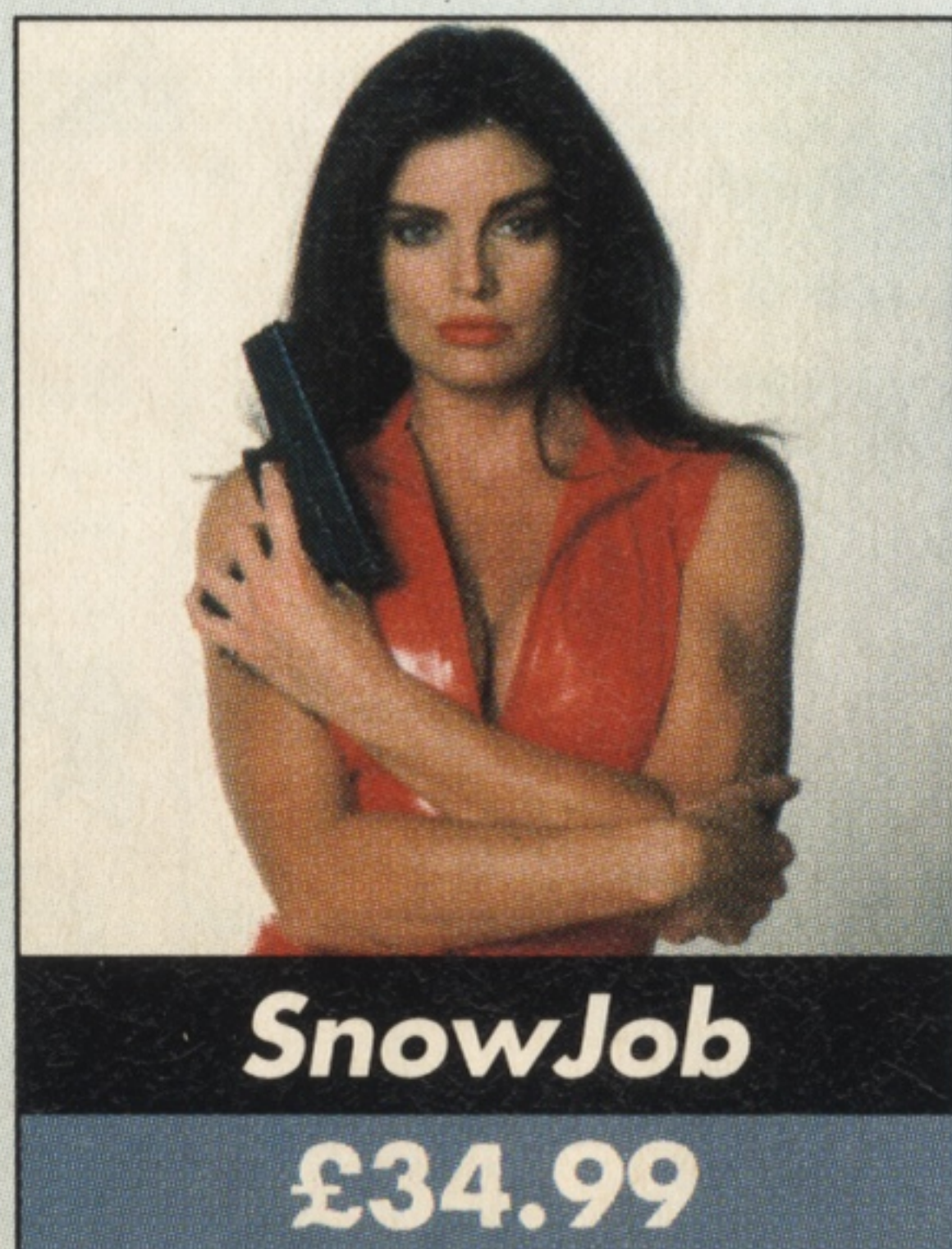
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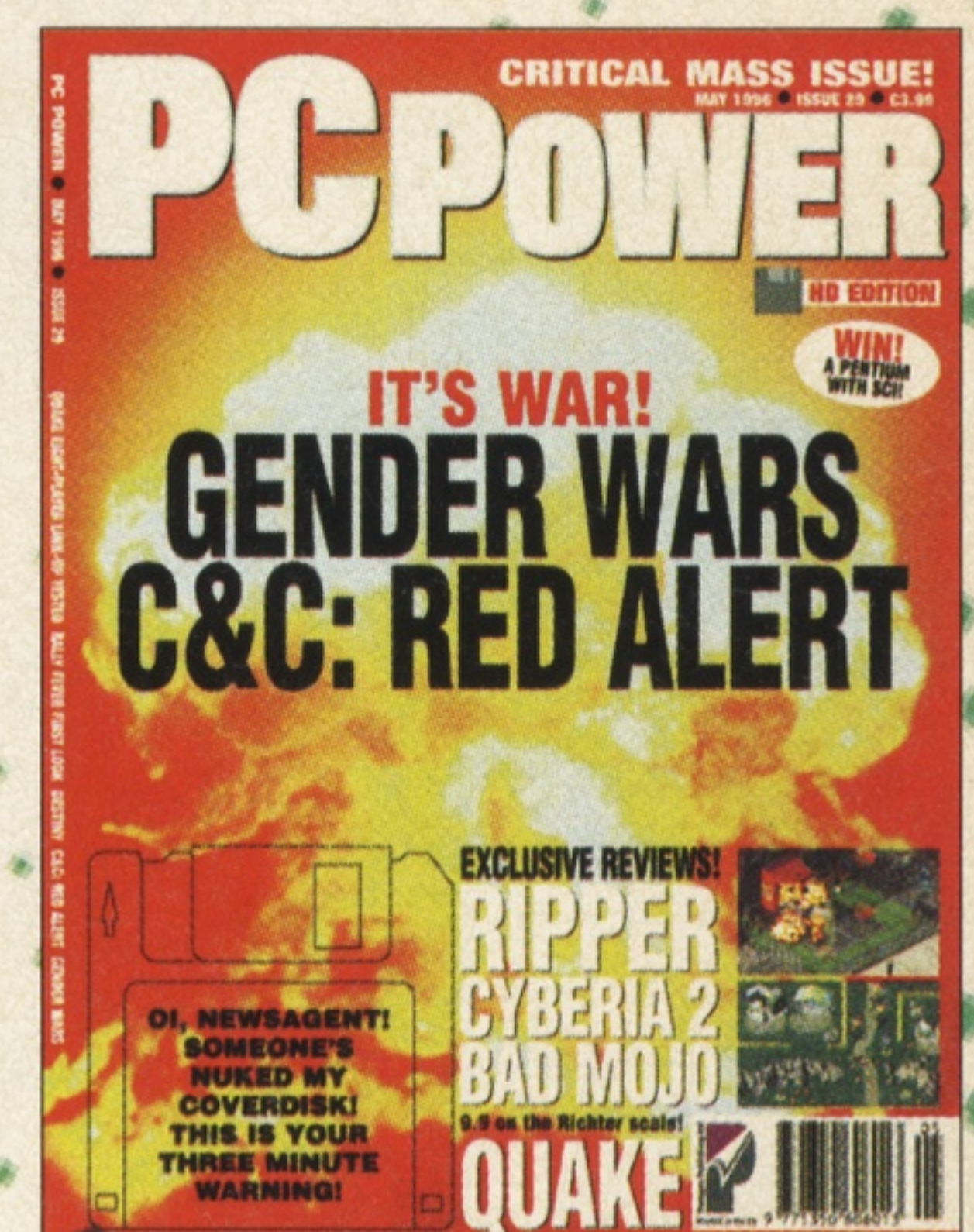
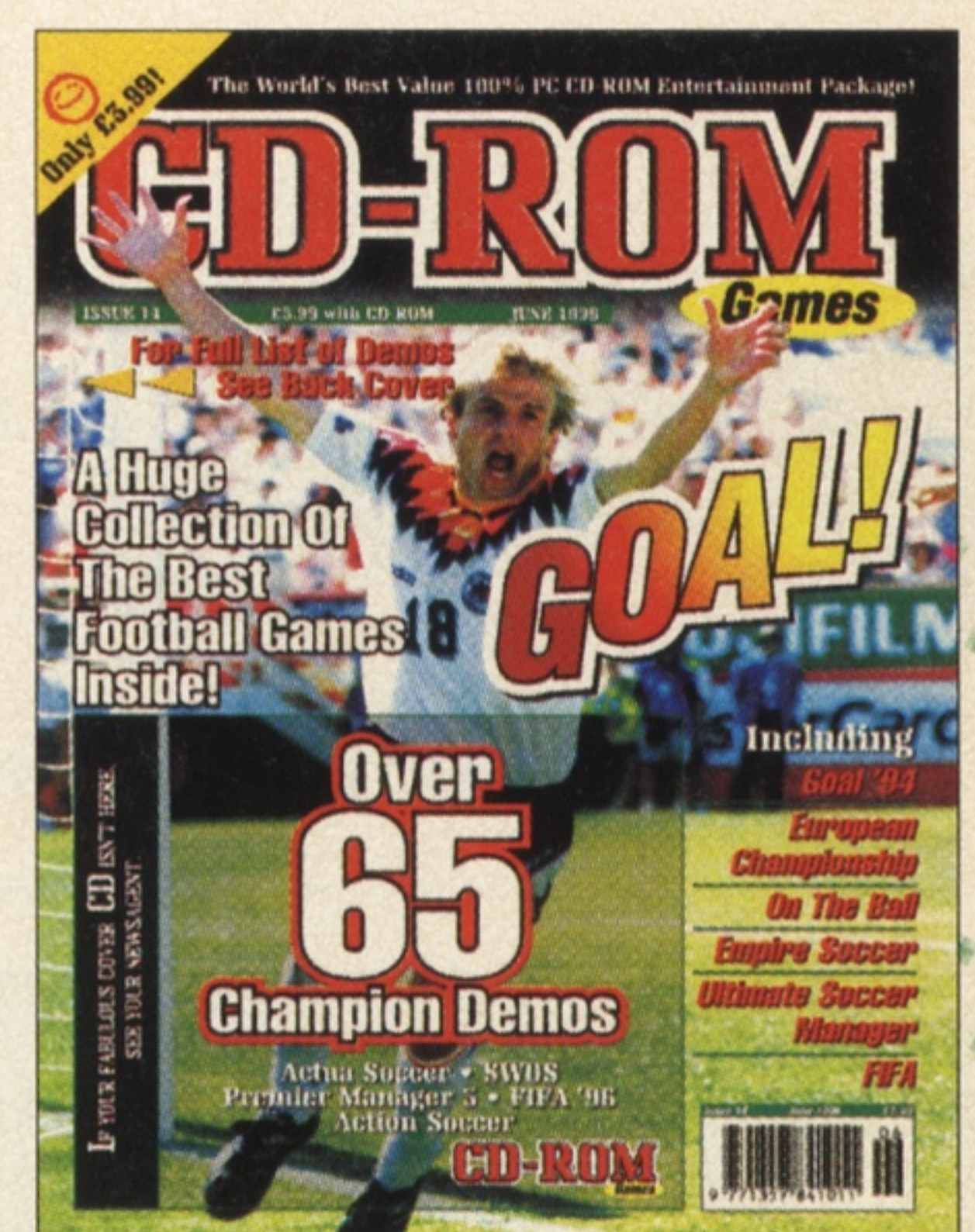
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Software Directory

The essential update to every review from 3DO Magazine issues one to ten

3D ATLAS

Electronic Arts, TBA

A huge geographical, political and environmental guide to planet earth, this uses excellent stock footage, good 3D graphics routines and brilliantly edited news sequences to seduce almost anyone into enjoying a traditionally dull subject. Even the inevitable quiz show game is fun. Overall, excellent edutainment.

issue 2, Rating: ★★★★★

ALONE IN THE DARK

Infogrames, £39.99

Multiple camera angles, haunting polygon graphics and a Voodoo inspired storyline make this an incredibly intimate and atmospheric adventure. Originally released on the PC in '93, it still looks pretty amazing and although it uses a lot of NVRAM, is well worth a look.

issue 1, Rating: ★★★★★

ALONE IN THE DARK 2

Infogrames, £39.99

A considerable advance over the original in terms of graphics, violence and size, but slowdown makes a very tough game even more demanding. Newcomers should definitely start with the original, but both games demand almost all the 3DO's NVRAM.

issue 8, Rating: ★★★★★

ANOTHER WORLD

Interplay, £39.99

Originally an Amiga game, this was a welcome twist on the platform genre. Rotoscoped sprites and stylish cut sequences achieved a uniquely cinematic feel. The 3DO version doesn't tamper with the game's fundamentals, but adds 256 colours to freshen up the visuals.

issue 1, Rating: ★★★

BALLZ

BMG, £39.99

While the fighters are made of just a few balls, they turn out to be brilliantly animated characters. Combat is in full 3D with plenty of imaginative moves. Although not as precise or satisfying as *SFII*, it's highly original, very playable and totally hilarious.

issue 6, Rating: ★★★

BATTLE CHESS

Krisalis, £39.99

A worthy attempt to make chess exciting for beginners, its 3D graphics aren't as flash or funny as they might be. However there's an impressive chess engine under the hood while a 2D board is a model of clarity and simplicity.

issue 1, Rating: ★★

BATTLESPORT

Studio 3DO, £49.99

Quite simply one of the best two-player

games ever. The splitscreen action is blisteringly fast, with masses of weaponry and power-ups adding plenty of spice to 3D, goal-scoring action. 50+ levels and tough, varied opponents mean one-player action is brilliant too. The prospect of an M2 sequel is awesome...

issue 6, Rating: ★★★★★

BC RACERS

GoldStar/Gametek, £39.99

A prehistoric race game in every sense of the word. A multitude of tracks, a splitscreen two-player mode and twee cartoon graphics can't disguise appalling playability.

issue 9, Rating: ★

BLADEFORCE

Studio 3DO, £44.99

A bravura demonstration of fast, detailed 3D in which the environment is the star. Huge, fabulously detailed, heavily defended landscapes provide a considerable challenge with each level taking about an hour to complete. One for hardened, tactically-minded blast-'em-up fans.

issue 7, Rating: ★★★★★

BRAINDEAD 13

Entertainment International, £44.99

Three CDs are jam-packed with gobs-macking cartoon graphics in an extremely funny and challenging FMV extravaganza. Older players will soon tire of its limitations, but youngsters will love the graphics and the non-linear gameplay is surprisingly sophisticated for this genre.

issue 9, Rating: ★★

BURNING SOLDIER

Panasonic, £39.99

This follows where *Microcosm* and *Novastorm* trailblazed, with interactive sprites overlaid on an uninteractive, pre-rendered backdrop. Naturally that makes for linear gameplay, but manga-esque graphics and a simultaneous two-player mode provide limited compensation.

issue 1, Rating: ★★

CANNON FODDER

Virgin, £44.99

The sprites may be tiny, but there's a huge number of levels and gameplay is incredibly addictive with masses of enemies, buildings and vehicles to destroy. Somewhat similar to *Return Fire*, it has a superior structure (more challenge) but sadly there's no two-player mode.

issue 3, Rating: ★★★★★

CAPTAIN QUAZAR

Studio 3DO, £49.99

An incredibly fun, cartoon-styled mega-blasters. One or two heroes must shoot

their way through to capture three crimelords, each with their own personal planet consisting of huge, sprawling isometric levels. Absolutely everything can be blown to pieces with more mind-boggling explosions than a Warner Bros cartoon.

issue 6, Rating: ★★★★★

CRIME PATROL*

American Laser Games

The *Mad Dog II* formula is successfully applied to the considerably more violent scenario of modern day America. The sleazy strip joint scene is a PG classic, while gameplay is tough but fair.

issue 3, Rating: ★★★★★

CYBERIA

Interplay, £39.99

You play superspy Zak in a varied and ambitious FMV package including plenty of arcade action and brainteasing puzzles. Well presented with excellent music from Thomas Dolby, but ultimately rather repetitive and frustrating.

issue 9, Rating: ★★

D

Panasonic, £39.99

A young woman arrives in Los Angeles to find a hospital massacre somehow connected to her father. Cut to a spooky house complete with chained up skeleton and ghoulish traps. The challenge may not be enormous in this two CD adventure, but the letterboxed FMV features some of the most stylish pre-rendered graphics yet seem. The sense of atmosphere is brilliantly conveyed and the puzzling gameplay is highly involving.

3DO Gold, Rating: ★★★★★

DAEDALUS ENCOUNTER, THE

Panasonic, £49.99

This four CD epic looks better than most Hollywood sci-fi movies with stunning sets, special effects and mega-babe Tia. Cleverly integrated into this FMV epic are a series of logic puzzles – disguised as alien door locks, system repairs etc. – which really get the old grey matter working. If you like that sort of thing, you'll love this and, even if you don't, the slick presentation and excellent control interface could well convert you.

issue 5, Rating: ★★★★★

DEATHKEEP

SSI/Mindscape, £39.99

The 3D is some of the most sophisticated and fast yet seen in a *Doom*-style game, but this *Slayer* sequel doesn't make things easy for you. It takes time to figure out the sprawling 3D mazes with no autopmap, especially as you must also fight lots of very tough, very vicious monsters. Magical effects, including the ability to fly and light-sourced fireballs,

are highlights for those who persist in this intelligent, demanding game.

issue 8, Rating: ★★★★★

DEFCON 5

GoldStar/Gametek, £39.99

Despite the (okayish) *Doom* appearance, this is a strictly cerebral affair, with you trapped on a deserted moonbase charged with defending the complex (and yourself) from a vicious alien assault. The atmosphere is spot on and whilst interfacing with the base's defence and repair systems is initially confusing, perseverance is well rewarded.

issue 10, Rating: ★★★★★

DEMOLITION MAN*

Virgin, £49.99

This is a glorious showcase both for the technical capabilities of the 3DO (great FMV, glorious presentation) and the growing clout of videogames (the movie crew actually shot extra scenes for it). Gameplay is a clever mix of genres with beat-'em-up, *Doom*, car racing and even *Op Wolf*-style blasting. It makes for a very playable package with a tough challenge.

issue 2, Rating: ★★★★★

DOOM

Art Data Interactive, £39.99

A classic of run-and-shoot action is marred by slowdown and a poor save system. Veterans of the PC version won't find much to enjoy, but newcomers will find the supremely addictive gameplay still survives despite the problems. Worth a look.

issue 8, Rating: ★★

DRAGON LORE

Mindscape, £39.99

A surprisingly atmospheric and enjoyable fantasy adventure. The FMV is crisp and sharp, featuring all manner of bizarre dragons, knights and monsters, while interaction is varied and imaginative – even including fun swordfights. The plot is ultimately linear and the puzzles often obscure, but it's an epic of its kind.

issue 9, Rating: ★★★★★

DRAGON'S LAIR

Elite, £39.99

More of a cartoon than a game, Sullivan Bluth's arcade classic wows those who watch the game, but frustrates those who are actually playing it. Gameplay is restricted to pressing the correct button at exactly the right time. This gets very tedious.

issue 1, Rating: ★★

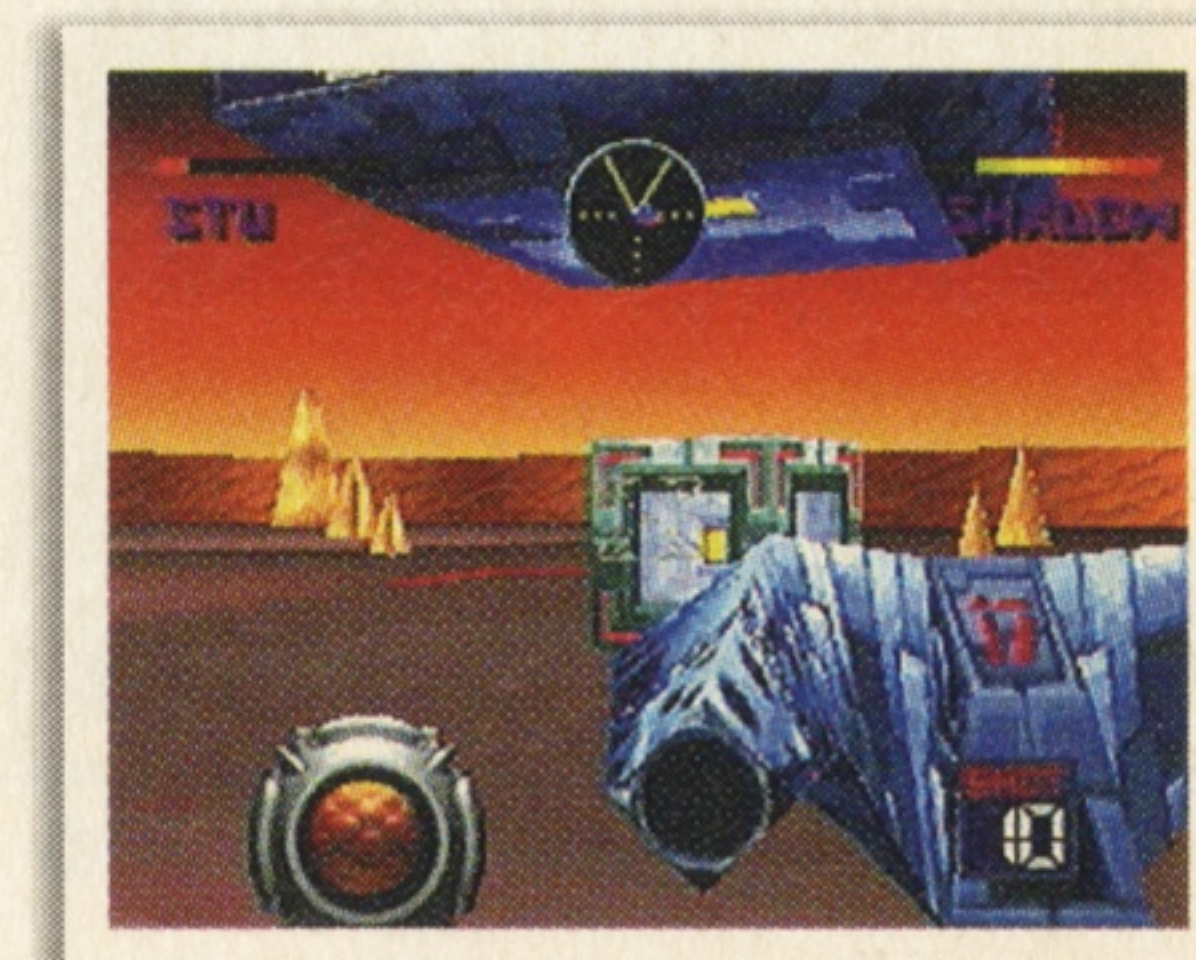
DRUG WARS*

American Laser Games, £44.99

The most lavishly produced ALG game

CH Products' 3DO FlightStick Pro uses analog technology, so that the further, and faster you move the stick, the faster the game response. It also includes an additional, 'hat' four-way switch which is often very useful for games with lots of controls. The FlightStick is pricey, its RRP is £89.95, but check out small ads for special deals. Flight games, in particular, are transformed in feel and controllability with it.

The joystick will not work with games not coded for it, but most software houses support it now. Below is the current list of compatible games: *BladeForce*, *Flying Nightmares*, *Killing Time*, *MegaRace*, *Need For Speed*, *Operation JumpGate*, *PO'ed*, *Rebel Assault*, *Return Fire*, *Scramble Cobra*, *Shock Wave*, *Star Fighter*, *VR Stalker*, *Super Wing Commander*, *Wing Commander III*.



BattleSport, Studio 3DO



Captain Quazar, Studio 3DO



FIFA International Soccer, EA

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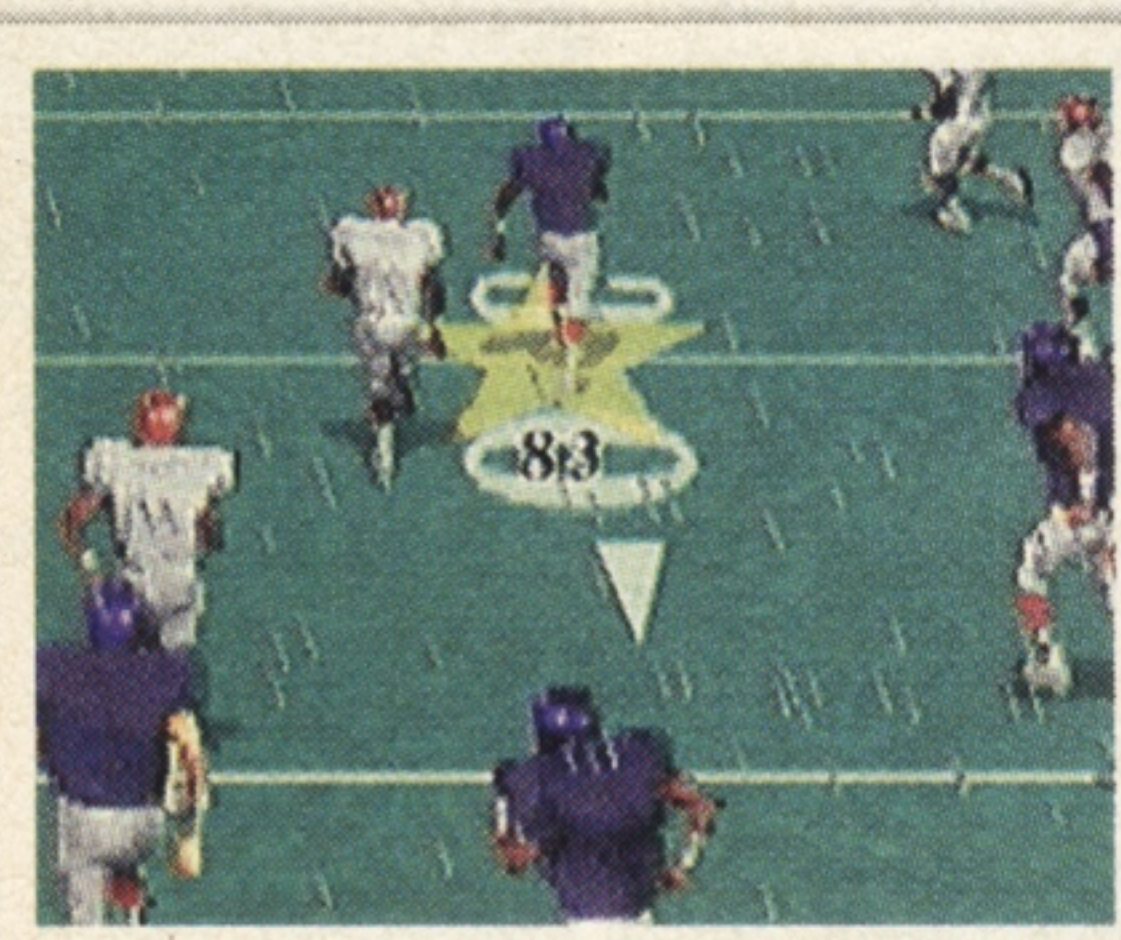
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Gex, Crystal Dynamics



The Horde, Crystal Dynamics



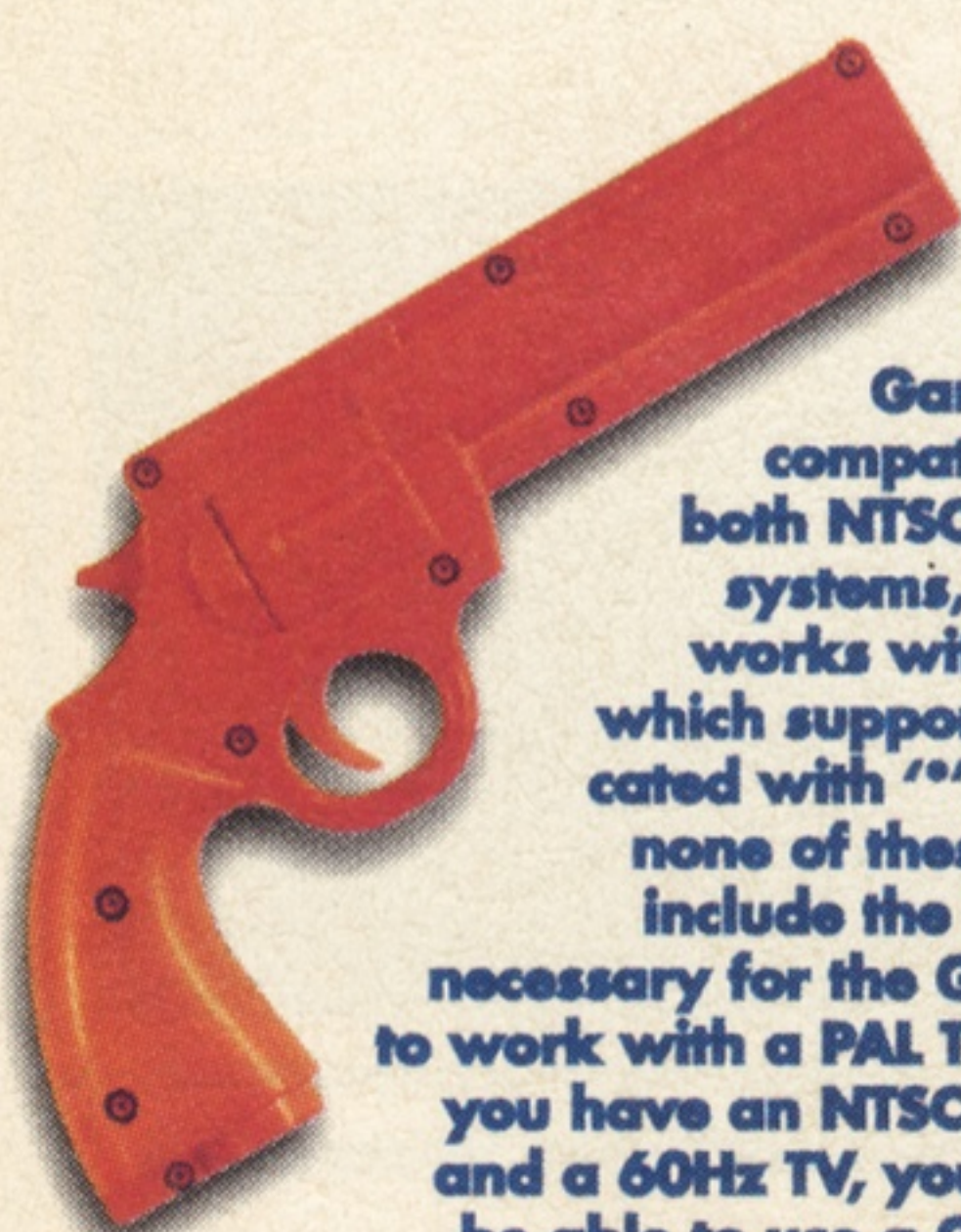
John Madden Football, EA



Killing Time, Studio 3DO



The Need For Speed, EA



The ALG GameGun is compatible with both NTSC and PAL systems, but only works with games which support it (indicated with **). As yet, none of these games include the software necessary for the GameGun to work with a PAL TV. Unless you have an NTSC machine and a 60Hz TV, you will not be able to use a GameGun with them.

yet with car crashes, exploding boats and even a runaway bus. Varied locations include a small Southern town, Chicago and South America. The sense of humour is still going strong, but there's no new gameplay elements and the difficulty level is the fiercest yet. **issue 7, Rating: ★★★★★**

ESCAPE FROM MONSTER MANOR Electronic Arts, £39.99

Developed in an amazing four months, this early *Doom* clone has some neat tricks with translucent sprites, gorgeous texture maps and spooky sonics. The atmospheric of a haunted house are there, but gameplay is rather ghostly. **issue 1, Rating: ★★**

FAMILY FEUD Gametek, £39.99

The American inspiration for *Family Fortunes*, this suffers from culturally specific questions you're unlikely to know the answers to, a lousy control interface and poor, minimally animated graphics. In the shadow of *Twisted*, *Station Invasion* and *Zhadnost* this is a very small thing indeed. **issue 2, Rating: ★**

FIFA INTERNATIONAL SOCCER Electronic Arts, £44.99

The most stylish and visually impressive soccer game ever. From the superb FMV intro, spliced with in-game action scenes hardly distinguishable from real-life, to the multitude of camera angles, slow motion controls and sound FX, *FIFA International* is a game that looks good enough to eat. A six-player mode is ideal party fun. **issue 1, Rating: ★★★★★**

FLASHBACK US Gold, £44.99

As with its *Another World* prequel, *Flashback's* highly stylised, rotoscoped Amiga graphics and elegant gameplay have adapted easily to numerous formats. The 3DO version adds 256 colours, better sound and enhanced, 3D *Studio* cut sequences. The excellent platforming puzzles are as absorbing as ever. **issue 4, Rating: ★★★**

FLYING NIGHTMARES Studio 3DO, £44.99

The first superconsole flight sim really does allow you to soar on your 3DO. The sensation of flight is impressively conveyed, especially with a Flightstick Pro joystick, while the Harrier jumpjet is fully capable of all its famous hovering stunts. The actual game revolves around a three-day campaign to liberate the island of Barcala, a task comprising over 30 different missions – most with primary and secondary targets. There's a strong sense of atmosphere and the gruelling nature of modern air combat will appeal to anyone seeking a challenge, although the graphics are disappointing. **issue 5, Rating: ★★★★★**

FOES OF ALI Electronic Arts, £44.99

The best boxing sim on any superconsole in terms of depth, atmosphere, range of punches and realistic graphics – individual boxers can be recognised from their faces, which are slowly turned into bloody mush as fights progress. While demanding of newcomers to the sport, fans will find this absolutely unmissable. **issue 8, Rating: ★★★★★**

GEX BMG, £46.95

The 3DO's *Sonic* or *Mario* with bells on, *Gex* redefines the platform genre in 32bit, postmodern guise. The central

Gecko sprite (rendered with over 450 frames of Silicon Graphic animation) can cling to just about anything; use his tail as a whip and collect power-ups with a long gelatinous tongue. Five big and varied worlds provide a reasonable challenge, while non-stop quips voiced by Dana Gould make this fun even for those who thought they'd outgrown this genre. **issue 3, Rating: ★★★★★**

GRIDDERS The 3DO Company, £39.99

This challenging puzzler was designed around the 3DO chipset with its intricate puzzles rendered in full 3D. 36 tortuous levels provide a big challenge that will seduce many puzzlers. **issue 1, rating: ★★**

HELL Gametek, £44.99

The scenario is an inspired blend of medieval demonology and hi-tech cyberpunk, while the voices of Dennis Hopper, Grace Jones and Stephanie Seymour (who also appears in digitised form) add star appeal. The gameplay isn't so hot, revolving around too many long-winded conversations that get irksome, but great visuals and a mature, adult oriented approach provide some recompense in this provocative adventure. **issue 5, Rating: ★★**

HORDE, THE Crystal Dynamics, £39.99

A brilliantly original game designed for the 3DO system, this seamlessly merges hilarious FMV, intense arcade action and thoughtful strategy into an utterly irresistible package. In the game you play Chauncey, a young knight charged with protecting various villages (and villagers) against the superbly greedy Hordlings. You must speedily organise village defenses – and finances – before quarterly attacks by the loony toon-style Hordlings. Chasing after them with a huge sword is brilliant fun, while inter-level FMV is exceptionally witty with a great pay-off right at the end. It's what your 3DO was made for! **issue 1, Rating: ★★★★★**

ICEBREAKER Panasonic, £39.99

Graphics are hardly stunning and scrolling is less than smooth, but this stylishly bizarre blast-'em-up is still good fun. 150 levels, 18 background tunes and abstract, pyramid graphics make it a unique, challenging experience. **issue 6, Rating: ★★★★★**

IMMERCENARY Electronic Arts, £44.99

Despite an innovative visual style, this novel *Doom* variant fails to live up to its promise. The control interface is poor, weapons unexciting and 3D surroundings repetitive. Persevere and the game can become addictive but, sadly, the more progress you make, the easier it becomes. With some restructuring this could have been something special – instead of a cult oddity. **issue 4, Rating: ★★**

INCREDIBLE MACHINE, THE Sierra, £39.99

A compelling collection of puzzles, which although unenhanced for the 3DO, remains as much fun as it ever was on the PC. Building the eponymous machines requires manipulating a wide range of bizarre objects to wondrous effect. A superb learning curve makes play utterly addictive, and the ability to design and build your own puzzles to fox a friend makes this a highly rewarding package. **issue 2, Rating: ★★★★★**

IRON ANGEL OF THE APOCALYPSE Panasonic, £39.99

A bizarre, Japanese *Doom* variant, this titillates with its fantastic FMV intro, only to implode with a poorly programmed, dingy exploration game. A real wasted opportunity. **issue 2, Rating: ★★**

JAMMIT BMG, £39.99

A lazy conversion by GTE of an ancient MegaDrive one-on-one (or two) basketball game. Despite the general ineptitude of the coding and lame animation, this still has some merits in two-player mode, with the simplistic format providing furiously competitive play. Hardly essential, but pretty good fun in short bursts. **issue 2, Rating: ★★**

JOHN MADDEN FOOTBALL Electronic Arts, £39.99

Inarguably the best American Football game on any format ever. EA's masterpiece merges together incredibly detailed, beautifully animated sprites, stereo sound, slick FMV and sublime gameplay. It also comes with a plethora of options allowing the complete beginner and football pro alike the perfect level of competition. Brilliant in one player mode, unmissable in two, this is an unbelievably impressive product. **issue 1, Rating: ★★★★★**

JOHNNY BAZOOKATONE US Gold, £39.99

Despite some occasionally inspired visuals, the 3D modelled graphics being reminiscent (though inferior) to Nintendo's *Donkey Kong Country*, *Johnny* is plagued with irritating faults and downright poor game design. Despite nods to *Mario* and *Sonic*, *Johnny* is too hard and flawed to offer a simple high from the joy of playing, but if you've played *Gex* to death, finished *Phoenix 3* and really need a platformer, you may glean some masochistic pleasure here. **issue 10, Rating: ★★**

KILLING TIME Studio 3DO, £44.99

An inspired riff on the *Doom* genre which has you exploring a huge haunted house packed with all manner of zombies. The soundtrack is brilliant – genuinely spine tingling – while the graphics are unbelievably realistic. The framerate does suffer some slowdown, but imaginative puzzles and a far more realistic environment, allowing you to choose your own route through the house, more than makes up. Simply unmissable. **issue 7, Rating: ★★★★★**

KINGDOM: THE FAR REACHES Interplay, £39.99

An ancient Laserdisc title is uncannily resurrected for 3DO with little success. While the cartoony graphics and intriguing adventuring gameplay will please youngsters, the tendency for sudden, unfair deaths will soon turn them off. **issue 6, Rating: ★★**

LOST EDEN Virgin, £34.99

An imaginative, B-movie plot about dinosaurs and humans co-existing allows for some nice FMV visuals, while music is excellent. Adventuring gameplay isn't quite so hot, but not bad for the price. **issue 6, Rating: ★★**

LOST FILES OF SHERLOCK HOLMES, THE Electronic Arts, £39.99

One of the first 'multimedia' releases to appear on the PC, this now seems well

past its retirement date. Tiny FMV windows interrupt rather than complement the adventuring, while the plot is distinctly linear. It'll take time to solve it all, but overall most people will wish the files had remained 'lost' on 3DO. **issue 1, Rating: ★★**

MAD DOG MCCREE*

American Laser Games, £44.99

While a big hit in the arcades, subsequent games have made the original appear rather small and linear – especially for home use. ALG have plenty of superior sequels to consider first. **issue 3, Rating: ★★**

MAD DOG MCCREE II: THE LOST GOLD* American Laser Games, £44.99

A huge leap over the original *Mad Dog* introducing a branching structure within a considerably bigger and, for its type, more sophisticated game. The Wild West scenario allows for plenty of laughs and it's all good fun. **issue 3, Rating: ★★**

MAZER

American Laser Games, TBA

A nice idea – *Gauntlet* with bigger, digitised sprites – but fatally flawed by appalling gameplay and miniscule levels. Depressingly poor. **issue 6, Rating: ★**

MEGARACE

Mindscape, £39.99

Originally a heavily hyped PC CD-ROM title, this has been cleverly reworked for 3DO. Both in-game and TV-style FMV presentation is far more colourful and impressive. Sadly, actual gameplay is a lot less flashy and ultimately repetitive. **issue 1, Rating: ★★**

MYST

Panasonic, £39.99

A huge hit on the PC, the near photorealistic imagery generated an alarmingly convincing alternate world of IQ-straining puzzles and an intricate storyline. The 3DO version retains all the gameplay and much of the atmosphere, but joystick control and TV-style resolution do blur some of its appeal. Still, if you're the quiet, patient type you might get swept up by this intriguing mood piece. **issue 3, Rating: ★★★★★**

NEED FOR SPEED, THE Electronic Arts, £44.99

Superb graphics, fantastic Dolby audio, eight of the world's most exciting supercars, three absolutely huge routes to race on, an unbelievably comprehensive replay mode, jaw-droppingly spectacular crashes, a smarmy opponent, lots of speed cops and, of course, the most realistic car handling ever in a videogame. Take the time to get into it, and you'll be rewarded with one of the very best games ever. **issue 1, Rating: ★★★★★**

NIGHT TRAP

Virgin, £39.99

Oh dear. Originally developed for the MegaCD, *Nighttrap* is a sad little exploitation title that goes for the adolescent audience by offering the player the chance to view semi-clad girls running about a besieged house. The FMV is of a high standard – much better than the acting – and presentation is slick, but it matters little when gameplay's dire. **issue 1, Rating: ★**

OFF-WORLD INTERCEPTOR

Crystal Dynamics, £39.99

A virtuoso display of the 3DO's chipset in action with stunning 3D, texture-mapped landscapes, masses of explosions, nippy rival cars and enemy gun-

fire. A fast, frantic shoot-'em-up cum race game it's okay in one-player mode (lack of a save game is frustrating), fun in two.

issue 1, rating: ★★★★★

OPERATION JUMP GATE Electronic Arts, £29.99

A five mission expansion disc to *Shock Wave*, this offers more more dramatic (hillier) terrain and new, much tougher enemies. Presentation is, again, marvelous and the Dolby surround sound is excellent.

issue 2, Rating: ★★★

PANZER GENERAL Mindscape, £39.99

This amazingly comprehensive strategy game offers you the chance to lead German forces from the 1939 blitzkrieg of Poland to an invasion of America in 1945... if you're good enough. The manual offers a very useful guide to the first scenario, allowing even beginners to get hooked, but the overall depth, scale and drab graphics make this ultimately for enthusiasts.

issue 6, Rating: ★★★★★

PATAANK Crystal Dynamics, £39.99

Instead of the conventional top down view of a pinball table, P.F. Magic actually place the camera behind the pinball. Stick with it and the game begins to make some sort of (weird) sense. Instead of having flippers your 'craft' has a supply of velocity which you must use to guide it around, hitting power-ups and bonuses as you go. Odd, but strangely enjoyable.

issue 1, Rating: ★★★

PEBBLE BEACH GOLF Panasonic, £39.99

Although there's only one course and the controls aren't as sophisticated as US Gold's *World Cup* release, the slickly digitised graphics and user-friendly controls make this a very enjoyable experience. In Japan and America, the same game engine has been reused for *Waialae Country Club Golf* and *Wicked 18* – which really is wickedly hard!

Rating: ★★★★★

PERFECT GENERAL, THE Kirin Entertainment, £39.99

Despite offering a more basic introduction to the strategy war game than Mindscape's *Panzer General*, ultra-poor graphics, all-time low FMV actors and a truly awful control system will entice few wargaming novices. It all looks and plays like a (bad) 8-bit game, and probably shouldn't have been released at all. As for the 'bonus' game, it seems little more than a programmer's lunch time doodle.

issue 10, Rating: ★★

PGA TOUR GOLF Electronic Arts, £44.99

Turn down the detail level and a rather sluggish golf sim turns into an amazingly addictive and engrossing experience. Three courses – one more than the PlayStation version – an excellent multiplayer option and a wide-range of computer players ensure massive lastability.

issue 9, Rating: ★★★★★

PHOENIX 3 Studio 3DO, £44.99

A stylish FMV mini-movie runs throughout the game, providing the link between ultraviolent, blood-splattered platforming action and intense 3D space combat. Both games are very professionally executed and the overall package is highly entertaining.

issue 7, Rating: ★★★★★

PO'ED

Studio 3DO, £44.99

25 levels of *Doom*-style action, only instead of cramped corridors the action takes place in huge, open landscapes which you can fly around using a jet-pack. The graphics are beautifully alien, combat is intense and the upgrade weapons – including a powerdrill and remote-control missile – are utterly awesome. All in all one of the most original and exciting 3DO releases for some time with a truly tough challenge.

issue 7, Rating: ★★★★★

POWERS KINGDOM Panasonic, £39.99

A very Japanese RPG which boasts some impressively cinematic effects. There's a large variety of totally bizarre creatures, lots of imaginative weapons and some odd landscapes with plenty of good, tactical combat. Over the longer term it does become repetitive, but it's still worth a look.

issue 1, Rating: ★★★

PRIMAL RAGE GoldStar/Gametek, £39.99

A very impressive conversion of an average coin-op. The control system is awkward, but beat-'em-up fans will enjoy the challenge with tons of moves, sub-games and secrets.

issue 9, Rating: ★★★

PSYCHIC DETECTIVE Electronic Arts, £49.99

Imagine a noir, B-movie for late night TV revolving around a bizarre, psychic conspiracy with unexplicit, but still unsettling undertones of violence and dysfunctional sex. You play Eric Fox, the eponymous detective who can leap into other people's heads and observe what's happening from their perspective. This is a novel, highly ambitious adventure which uses 3 CDs worth of FMV in technically groundbreaking fashion. Recommended for adventurous adventurers.

issue 7, Rating: ★★★★★

PUZZLE BOBBLE Panasonic, £29.99

The hit Neo-Geo coin-op has been substantially enhanced for 3DO with more varied and challenging one-player modes. However, the main appeal of this colourful, *Tetris*-style game is still an unbelievably addictive two-player mode. Brilliant fun.

issue 7, Rating: ★★★★★

QUARANTINE Gametek £44.99

'Doom in a car' is a superb concept, the FMV intro is great and even the gameplay is initially absorbing. Unfortunately, an indistinct soundtrack and dire graphics dull the promise, relegating *Quarantine* to the 'missed opportunity' category. Hopefully *Road Warrior* will improve things.

issue 4, Rating: ★★

QUARTERBACK ATTACK Digital Pictures, £44.99

A first-person FMV perspective on the ultra-violent world of American football. It conveys the bone-shaking impact of the sport with some panache, but gameplay is only briefly diverting.

issue 9, Rating: ★★

REAL PINBALL Panasonic, £39.99

More conventional than *Pataank*, *Real Pinball* adopts a top-down, slightly tilted perspective. Sadly, indistinct graphics and a ball which moves as if it's encased in treacle ruins playability. Complete rubbish.

issue 1, Rating: ★

REBEL ASSAULT

Electronic Arts, £44.99

This made a big impact on PC CD-ROM with its innovative variety of FMV blasting action skillfully mixed in with *Star Wars* film clips. The 3DO version looks and plays exactly the same which, when you consider the system's far superior FMV capabilities, is something of a disaster. After the razor-sharp FMV of *Demolition Man* or *StarBlade*, the limited colours and frequent blockiness of the imagery just isn't on. Even fans should be disappointed by this shoddy release.

issue 2, Rating: ★★★

RETURN FIRE

The 3DO Company, £49.99

A sequel to the Amiga hit *Fire Power*, this retains the basic structure but adds in superb Dolby sound, beautifully detailed 3D graphics with intelligent panning and zooming, more levels, more everything basically. Your objective is to capture your enemy's flag from heavily fortified defenses. To do this you have a stock of tanks, helicopters, jeeps and APVs, all with unique handling, weapons and abilities. One player mode is great fun – although the challenge isn't huge – but two-player mode is excellent.

issue 2, Rating: ★★★★★

RETURN FIRE: MAPS OF DEATH Studio 3DO, £24.99

While there's no new graphics, masses of redesigned levels provide a considerably tougher and wittier challenge in both one or two-player mode. But remember, to get this 'nice price' data disc to work you need save games from the original!

issue 8, Rating: ★★★★★

RISE OF THE ROBOTS

Art Data Interactive, £44.99

Rise Of The Robots may be no match for *Super Street Fighter 2* in respect of its combat engine (you can't even jump over your opponent!), but its visuals are truly next generation stuff – if you're shallow enough to care about such things.

issue 1, Rating: ★★

ROAD RASH

Electronic Arts, £44.99

Quite simply one of the best games ever, this unbelievable 3DO spectacular rebuilds the classic Mega Drive game from the ground up. FMV reward, intro and game over clips are superb with music from bands such as Therapy? and Swervedriver, but the game itself is the real star. The racing action starts fast and frantic – and then keeps accelerating. Speeding through a city centre with pedestrians, oncoming traffic, pursuing cops and five other bikes swarming about, their riders trying to punch your face in, is really rather exciting. If you've got a 3DO system, then you must have this stunning title.

issue 1, Rating: ★★★★★

SAMURAI SHODOWN

Crystal Dynamics, £39.99

Samurai Showdown is widely regarded as the best beat-'em-up available on the saturated Neo Geo market. Huge, colourful, brilliantly animated sprites, richly detailed backdrops and twelve very different characters to choose from make the game an immensely rewarding experience. It may not be quite as fast as *SSFIIIX*, nor quite so sophisticated, but its bold characters, superbly varied backdrops and imaginative use of weapons put it just beneath its better known peer and a sure-fire hit for beat-'em-up addicts.

issue 1, Rating: ★★★★★

SCRAMBLE COBRA

Panasonic, £39.95

Ten missions pit a single helicopter gunship against tanks, jets and even aircraft carriers. Graphics are subtle and effective, while gameplay is fun albeit overly easy on the lowest skill setting. It lacks the variety and challenge of *Shock Wave*, but is more tactically minded and has a neat surprise ending.

issue 6, Rating: ★★★★★

SEWER SHARK

Virgin, £39.99

With *Blade Runner*'s FX whiz John Dykstra as director, this is perhaps Digital Pictures' slickest FMV effort yet. Gameplay is limited, but the shoot-'em-up action is at least fast and quite demanding. Fun for a while, but success rests on memorising ultimately repetitive enemy attacks and route junctions.

issue 1, Rating: ★★

SHANGHAI TRIPLE THREAT Activision, £39.99

Activision have enjoyed considerable success with their previous console *Shanghai* titles, due both to the ingenious, simplicity of play itself (match tiles as quickly as possible to clear the table) and the delightful bonus of simultaneous two-player games to up the ante. The lack of enhancements on 3DO is forgivable, given the difficulty of tampering with classic game formats, and the game variations make this a good package that will satisfy most puzzlers whilst confusing everyone else.

issue 2, Rating: ★★★

SHOCK WAVE

Electronic Arts, £39.99

This features some of the most impressive presentation around with a superbly realised *War of the Worlds* scenario. As you progress through the game's ten missions, the FMV footage carries the plot on with truly cinematic panache. In-game 3D graphics are great too, with plenty of speed, variety and slick texture maps while sound is in Dolby. The only drawback is that the sheer size of the levels can make dying a very frustrating experience. Still, if you've the determination this has plenty to reward you. And when you complete it, the *Operation JumpGate* mission disk is even tougher.

issue 1, Rating: ★★★

SHOCK WAVE II: BEYOND THE JUMP GATE

Electronic Arts, £44.99

State-of-the-art presentation rivals a James Cameron, blockbusting movie for visual style and story, but is so skillfully interwoven into gameplay even FMV critics can't complain. Gameplay isn't that big an advance over the original, but a more varied challenge – with a hovercraft and fixed gun emplacement joining the original's fighter – and seeing the epic ending make it hard to resist.

issue 8, Rating: ★★★★★

SLAM 'N JAM '95

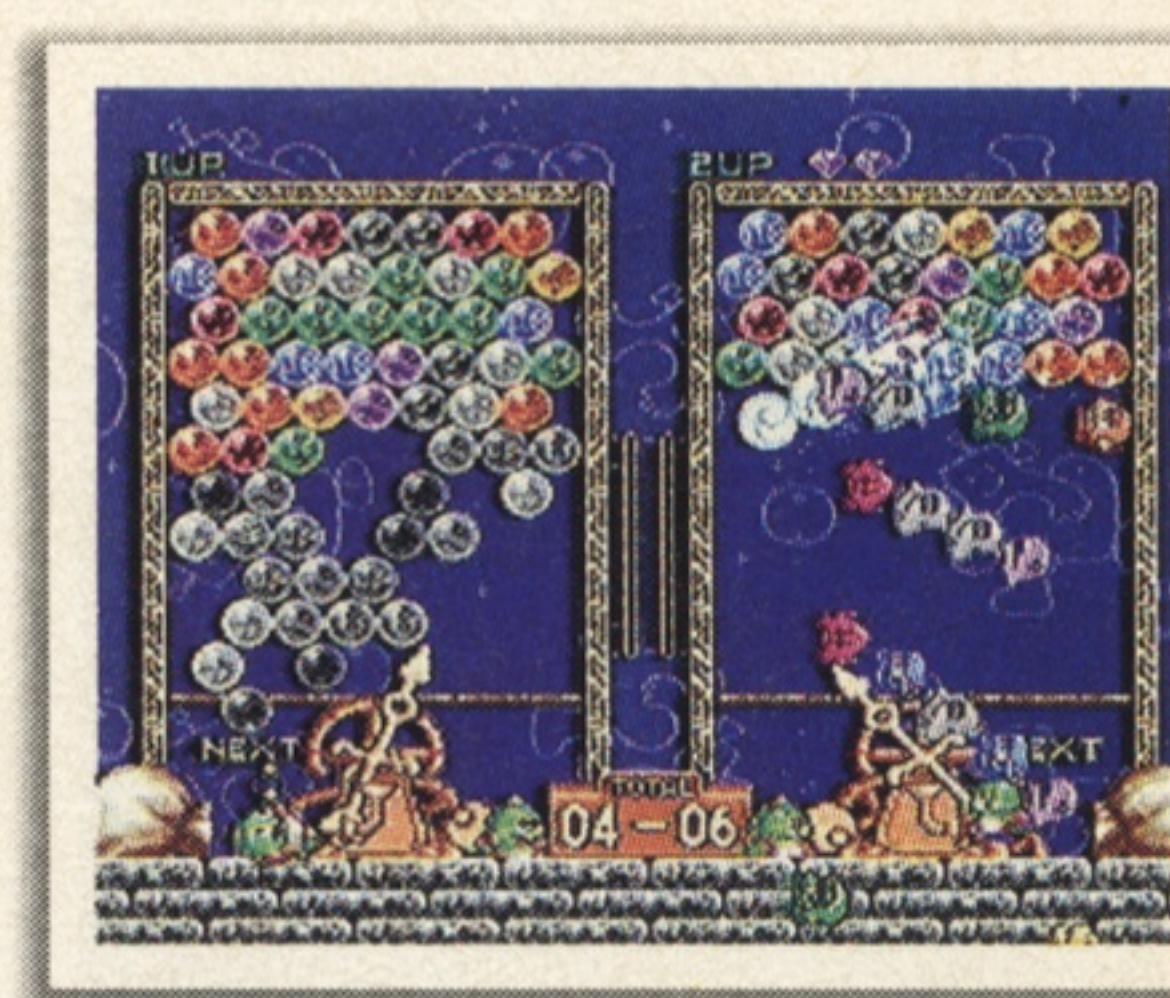
Electronic Arts £49.99

Watch open-mouthed as distinctly individual players leap, shoot and slam dunk before you in a bravura display of programming muscle and graphic artistry. Incredibly, gameplay is equally impressive making this a supremely addictive experience in one or two player mode. Realistic beyond belief – with a non-stop narration from CNN's Van Earl Wright amid plenty of play options and stats – this joins *Striker* and *John Madden* in the elite of sports simulations. The sort of mega-game that offers undeniable cross over appeal even to non-fans of the sport.

issue 4, Rating: ★★★★★



PO'ed, Studio 3DO



Puzzle Bobble, Panasonic



Return Fire, Studio 3DO



Road Rash, EA



Samurai Shodown, Crystal Dynamics



Slam 'n' Jam '95, Crystal Dynamics

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Space Hulk, EA



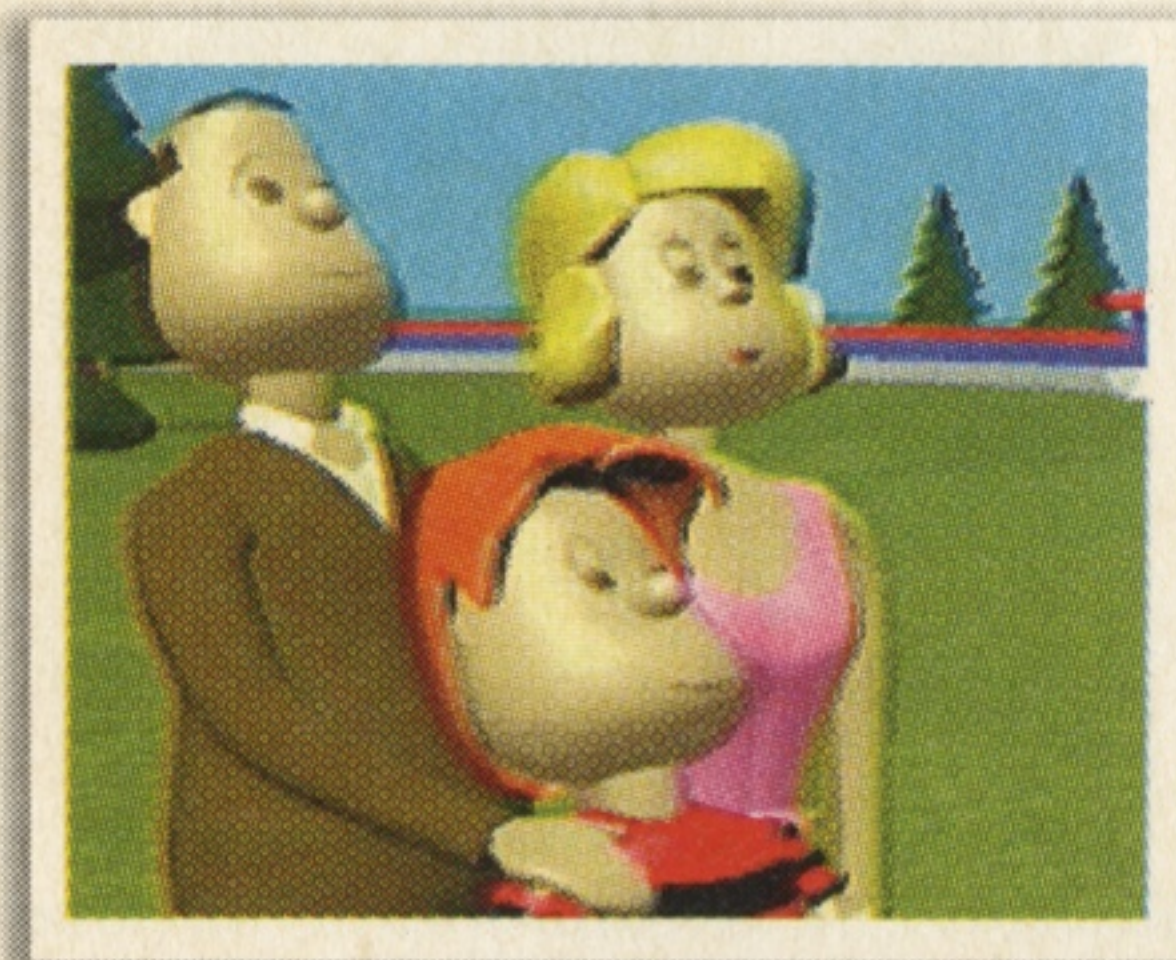
StarFighter, Studio 3DO



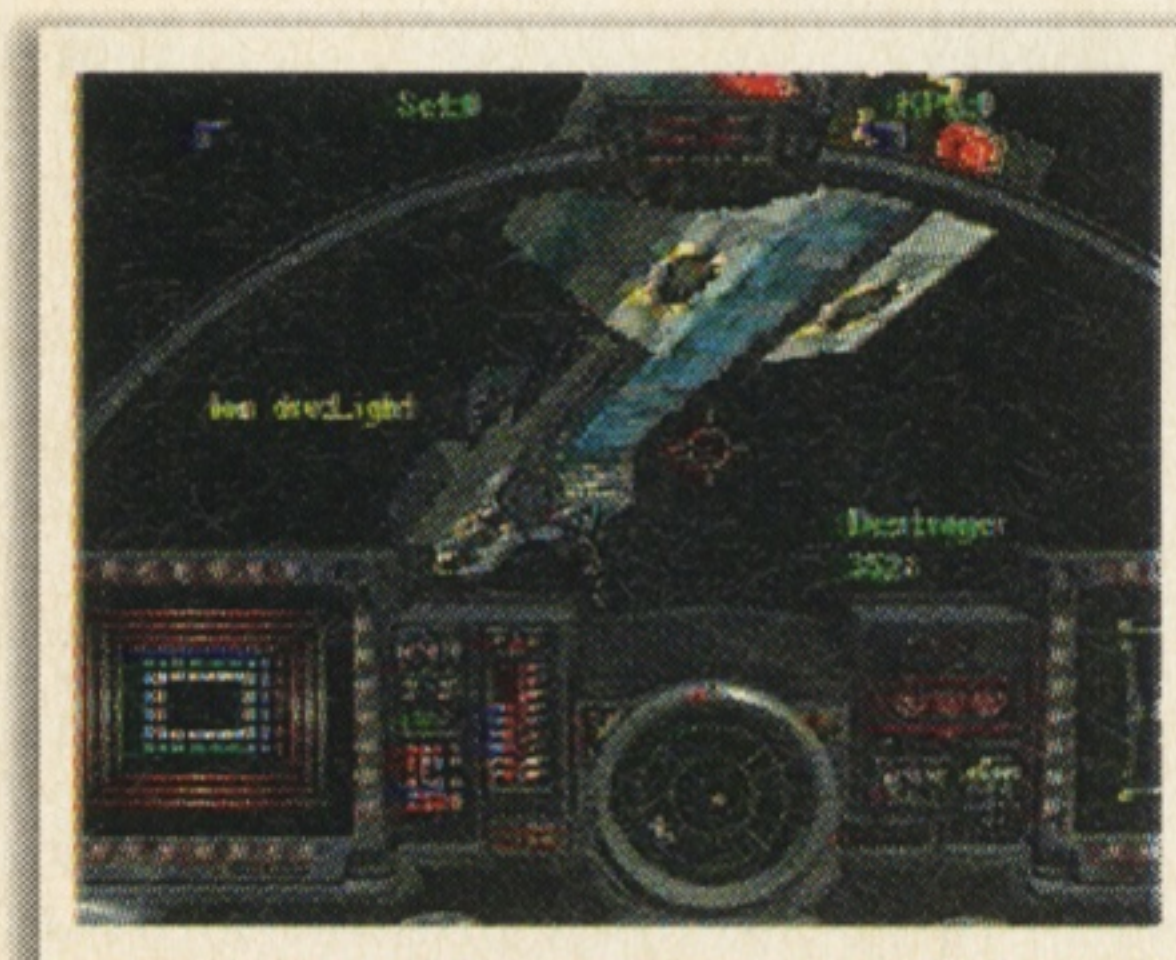
Striker, Panasonic



Super Street Fighetr II X, Panasonic



Theme Park, EA



Wing Commander III, EA

SLAYER

SSI/Lion Entertainment, £39.99

Slayer uses a slick Doom-style first person perspective for a more arcade feel than most RPGs, but there's still plenty of potions and puzzles to keep the tactically minded occupied. Its sequel, *DeathKeep*, is even more impressive.

issue 1, Rating: ★★★★★

SNOWJOB

Studio 3DO, £39.99

Whilst the plot-line isn't as unsettling or risqué as it promises, there's no doubt that *SnowJob* is a thoroughly absorbing, original title. The 360° wraparound locations, which can be zoomed and panned at will are truly breathtaking. There's a breathtaking array of surveillance equipment to utilise, computers to hack into and even a game of *Break Out* to play with. Stripjoints, arcades and bars provide a sleazy backdrop for your adventure, while Tracy Scoggins is truly excellent as Assistant DA and lust object Laura Calabreze. Recommended for adventurers open to something a little different.

issue 10, Rating: ★★★★★

SOCCER KID

Krisalis, £39.99

Although only marginally improved over its Amiga parent, this is still worth a look since the original was so good. The eponymous hero not only runs and jumps with the best of his peers, but can also use his ball as a springboard to reach otherwise inaccessible places, collect power-ups and even cannon opponents. It takes times to master all these skills, but it's well worth it with plenty of world locations to explore. Great fun.

issue 1, Rating: ★★★★★

SPACE HULK

Electronic Arts, £44.99

This takes an absolutely stunning, Doom-style perspective and combines it with an in-depth tactical combat sim and a superb, Warhammer 40,000 scenario. The atmosphere is incredibly involving, putting Aliens to shame for sheer terror, while action is both incredibly frantic and tactically demanding. Simply superb and quite unmissable.

issue 5, Rating: ★★★★★

STARBLADE

Panasonic, £49.99

This stylish shoot-'em-up was a huge hit in the arcades: stunning FMV backdrops are cleverly integrated with realtime generated polygons to superb effect. As well as the original arcade style graphics, the 3DO version even offers an enhanced mode which features stunning texture maps, creating a fabulous package. A spectacular experience, especially on a huge TV.

issue 2, Rating: ★★★★★

STAR CONTROL II

Crystal Dynamics, £39.99

Star Control was originally released in the ascetic days of 8-bit games and its conversion to the 3DO does little to enhance the geriatric look. Sprites are blobby and backdrops unremarkable, with only new alien graphics and sampled speech hinting at 32bit potential. Still, the underlying structure of a huge, open-ended strategy cum exploration cum arcade game is as intriguing as ever. The two-player blast-'em-up mode is good fun too.

issue 1, Rating: ★★★★★

STAR FIGHTER

Studio 3DO, £44.99

An utterly awesome 3D blast-'em-up cum futuristic combat sim. There are

some 60 missions in all, a huge range of firepower including everything from homing missiles to a whip laser, a massive array of enemies including huge spacestations, aircraft carriers and space cruisers, plus wing men for multi-aircraft attacks. All this, in an amazing 3D environment where you can zoom from skimming over the waves right up to the stratosphere. One of the best games yet seen on the 3DO console.

issue 7, Rating: ★★★★★

STATION INVASION

The 3DO Company, TBA

Expanding on the successful style developed in the brilliant *Twisted*, Studio 3DO have created a completely wacky FMV extravaganza, with a TV station over run by kids providing the infrastructure on which several enjoyable puzzle and quiz games are hung. An edutainment product for younger players, this is brilliantly executed, with amusing spoof soaps and TV shows offered as reward for winning points, all packaged with consummate skill.

issue 2, Rating: ★★★★★

STRIKER - WORLD CUP SPECIAL

Panasonic, £39.99

When EA's *FIFA International Soccer* was released in late '94 few thought it would be surpassed until M2 arrived. Yet while *Striker*'s FMV presentation isn't up to EA standards, in-game the tables are reversed with more controllable sprites, faster action and some of the most dazzling animation ever seen. If you can do without the six-player option and all those camera angles, this offers an exceptionally competitive game. The bonus of an indoor arena for truly frenetic, referee free action adds immeasurably to the value for money.

issue 3, Rating: ★★★★★

SUPER STREET FIGHTER II X

Panasonic, £60

Capcom's *Street Fighter 2* sold more Super Nintendos than any other game. A sophisticated combat engine allowed for more moves, countermoves and even counter-counter moves than had previously been imagined. Its depth is unrivalled in this genre - we've been playing various versions in the office for years and the arcade perfect 3DO version is by far the best yet. Despite a variety of imitations, this is by far and away the very best combat game available on the 3DO, providing more than enough entertainment for anyone.

issue 1, Rating: ★★★★★

SUPER WING COMMANDER

Electronic Arts, £39.99

Origin totally rewrote the PC original for this stunning 3DO debut. Besides superbly drawn static screens and great FMV, in-game graphics have been marvellously spruced up. With a strong overall narrative, changing according to mission performance, this is an exceptionally engrossing experience. The only drawback is that the sophisticated 3D combat system and intense missions make few concessions for beginners, but perseverance is recommended.

issue 1, Rating: ★★★★★

SUPREME WARRIOR

Acclaim £44.99

Determined to build on the limited success of their FMV dominated titles *Sewer Shark* and *Night Trap*, Digital Pictures here take on the beat-'em-up genre. Using an ambitious first-person person perspective, it asks you to thwack a host fighters into submission across lavishly dressed Chinese sets. The production values are excellent and the skillful editing of short sequences into seamless, lengthy fights

impressive, but it all goes wrong with ineffectual moves and sluggish controls.

issue 4, Rating: ★★★★★

SYNDICATE

Electronic Arts, £49.99

A seductive blend of ultra violence, brooding visuals and genuinely absorbing game design, this Amiga classic has been a hit on almost every format. An utterly engrossing strategy/arcade game, it has you raising taxes and funding weapons R&D between arcade combat missions set in isometric 3D cities. Superbly varied missions involve assassinating crime lords, abducting political prisoners and much more as you pursue world domination. While most console versions had the violence toned down, the 3DO version fully retains the dark glory of the original, with blood spilling copiously. This also means no new missions or significantly improved graphics, but mission disks are promised. Great action, fiendish missions and *Blade Runner*-inspired surroundings make this a genuine classic of software history.

issue 4, Rating: ★★★★★

THEME PARK

Electronic Arts, £34.99

Bullfrog's brilliantly addictive sim is set within the crazy world of Disney and Alton Towers. The player has complete control over a mass of variables, all intricately and intelligently linked - put an ice cream vendor too close to a ride, for example, and you'll have kids throwing up everywhere. A compulsive game, this will appeal to 3DO system players who want a little more than just fast, photon spitting sprites from their games. It requires plenty of save memory though!

issue 1, Rating: ★★★★★

TOTAL ECLIPSE

Crystal Dynamics, £39.99

One of the first games to really show off the 3DO chipset, this demanding 3D blast-'em-up features a great rock soundtrack, masses of action and absolutely gorgeous texture mapped landscapes. It's an incredibly intense experience, but the lack of a save game on a huge, 20 level blaster can be irksome. Check out our play guide in *3DO Magazine Gold*.

issue 1, Rating: ★★★★★

TRIP 'D

Panasonic, £39.99

While poor in conventional, *Tetris* mode this semi-clone is good fun in splitscreen, competitive mode against either the computer or (especially) another player. There's plenty of special features which allow you sabotage your opponent, and this certainly adds to a fun package.

issue 6, Rating: ★★★★★

TWISTED

Electronic Arts, £39.99

One of the most innovative and intriguing 3DO games yet, *Twisted* uses the system's FMV capabilities to produce the world's first true multimedia gameshow. The basic objective is for you, and up to three friends, to get to the top of a spiralling stair case, tackling mental puzzles and general knowledge tests put in your way. EA have included various difficulty settings so that both the adult and the child can be catered for simultaneously. It's a thoroughly polished product that demonstrates the potential of the 3DO for truly ground breaking titles. Bizarre, innovative and good fun.

issue 1, Rating: ★★★★★

VIRTUOSO

Elite, £44.99

Originally designed as a vehicle for a digitised rock star, Elite ultimately failed

to land a celebrity - or even any decent gameplay, come to that. The various levels have some neat ideas - snowmen being particularly cute villains - but it's all far too slow and dull.

issue 2, Rating: ★★★★★

VR STALKER

BMG, £39.99

This sits awkwardly between *Shock Wave* and *Flying Nightmares*, lacking the stunning arcade visuals of the former, while falling equally short on the realism stakes compared to the latter. On the positive side there's plenty of frantic action and varied missions to keep you occupied.

issue 5, Rating: ★★★★★

WAY OF THE WARRIOR

Interplay, £39.99

Whilst the extravagant, boldly digitised characters inspire excitement, play reveals a relatively weak *Mortal Kombat* clone. A hard rock soundtrack blasts along with the action, and some of the backdrop designs are extraordinary, but close quarter combat is difficult to master. Flawed fun, this has provoked heated debate amongst the 3DO fraternity. We stand by our review, but many rave over this noisy beat-'em-up so genre fans should check it out for themselves.

issue 1, Rating: ★★★★★

WING COMMANDER III

Electronic Arts £44.99

The *Wing Commander* series has long been a flag-bearer for the power of PC CD-ROM gaming and its arrival on 3DO is a major event. Unlike lesser companies, Origin have totally reworked the game with excellent texture maps (16bit colour as opposed to 8bit) and CD Dolby Surround Sound rather than mono Soundblaster audio - not to mention ultra fast-loading, superb FMV and an impressively faster fps rate. Taking up no less than four CDs, this is a truly epic game with plenty of sophisticated 3D combat to master alongside the star-studded story-line featuring Mark Hamill and Malcolm McDowell.

issue 4, Rating: ★★★★★

WOLFENSTEIN

Interplay, £39.99

While this *Doom* prequel now looks dated, the sheer speed and ferocity of the action provides some recompense. Gameplay is simplistic, but compulsive and includes the PC mission disk levels to double up the challenge and bashing Hitler and his chums is still good fun.

issue 7, Rating: ★★★★★

WORLD CUP GOLF

US Gold, £39.99

The digitised graphics are drab, the controls are sluggish and the much vaunted FMV clips of your tee-offs don't really work. That there's just one course doesn't help matters either, but the degree of control available over the ball is impressive, as are the enormous array of play options and tournament styles. Unlikely to seduce novices, but offering a level of realism attractive to pros.

issue 1, Rating: ★★★★★

ZHADNOST: THE PEOPLE'S PARTY

Studio 3DO, £34.99

A quiz game for 2-4 players, both your mates and the family will enjoy its wacky FMV and bizarre puzzles. The prequel, *Twisted*, has a more fun atmosphere, but this is cheaper and its puzzles have two-players competing simultaneously. The presentation is up to Studio 3DO's usual high standards making for a fun party around your 3DO. □

issue 5, Rating: ★★★★★

3DO Magazine

Coming Soon

There's something for everyone with these upcoming 32bit titles and M2 games...

ACCLAIM

Maximum Surge

A post-apocalypse, FMV shoot-'em-up starring (hurrah!) Yasmin Bleeth of Baywatch fame. [Soon]

Slam City With Scottie Pippin

Another interactive movie produced in conjunction with Digital Pictures, this one has a basketball theme. [Soon]

AMERICAN LASER GAMES

Fast Draw Showdown

None of this silly scenario stuff, just straightforward fast draw action with speed and accuracy being essential. [November]

Madison High

ALG's first title to be released for their new 'Her Interactive' division. [TBA]

McKenzie & Co

Yet more rapid-fire action. [Soon]

OrbAtak

An original, non-FMV game developed for the arcades using 3DO I technology. A home port should, therefore, be arcade perfect! [Early '96]

Shootout At Old Tucson

Speaks for itself really! [Soon]

ART DATA INTERACTIVE

Chess Wars

A *Battle Chess* for the 32-bit generation, this grafts live-action footage onto an advanced chess engine. Scripted by Paul Cooper, the winner of three Emmys, and costing so far half a million dollars to produce, this should be fun. [TBA]

Doom II: Hell On Earth

Work has already begun on this much anticipated sequel. [TBA]

BMG

Loadstar

A stunning looking FMV blaster using similar technology to *Novastorm*. [Soon.]

Cadillacs & Dinosaurs

A conversion of the cartoon-styled coin-op set 600 years in the future. [Soon.]

Wingnut

A bizarre, humorous WWI airborne romp which includes such oddities as flying cows! [TBA]

ELECTRONIC ARTS

NHL '96

The hugely popular 16bit ice hockey sim is spectacularly converted to the 3DO system. Using the same Virtual Stadium technology as *FIFA*, it's likely to be completely awesome. [April]

Prowler

100 years in the future the Terran Robotic Infantry is locked in combat with hi-tech invaders. Huge fighting vehicles, stunning texture-mapped 3D and complex missions make this another prospective mega-game from WCIII developers, Origin. [TBA]

Shredfest

Developed by *Road Rash*'s Monkey Doo team, this will be awesome. Besides three types of speed races, there are three trick events and two bonus games. [TBA]

Wing Commander IV

Mark Hamill and the rest of the crew return for an even more extravagant installment of the epic space opera. [Autumn]

ELITE

OnSide

A comprehensive footie sim including a running commentary and management sim. [Imminent]

GOLDSTAR

Firewall

A cyberpunk, cyberspace arcade game which pits you against an AI core. Action sequences include a 3D flight-combat sequence over China. [TBA]

Fire Wolves

Yet another mystery project. What is it about GoldStar and fire? [TBA]

INFOGRAMES

Alone In The Dark 3

The final installment of this popular series. This time set in the Wild West

(in a ghost town no less). [1996]

INTERPLAY

Caesar's World Of Gambling

The casino not the emperor plays host to games of chance. [November]

Casper

An action-strategy game based upon the Spielberg produced film of the classic cartoon. [Imminent]

Waterworld

The world's most expensive movie, starring Kevin Costner, is turned into a videogame. [TBA]

JVC

Deadly Skies

An *Afterburner*-style shoot-'em-up. [Winter]

Varuna's Forces

Sci-fi action game which has you piloting a dropship through turbulent planetary atmospheres, then leading a squad of soldiers in tactical *Doom*-style action. [Winter]

PANASONIC

BIOS Fear

An ecologically minded strategy game with the player in charge of preserving Earth's last resources. [Soon]

C-Runner

An ambitious road racer with a variety of cars and tracks on offer. [Soon]

Cyberdillo

A wacky send-up of the *Doom* craze with a cybernetic armadillo armed with a plunger as the hero! [Soon]

Fun 'n' Games

An odd-ball compilation of classics, allegedly. [Soon]

Isis

A puzzle-packed, *Myst*-style adventure only with more animation. [Soon]

Mortal Kombat III

MKII's hugely popular mix of gore, digitised graphics and sophisticated combat moves is uprated with a total of 14 characters plus animal transformations, even more moves and plenty more to woo beat-'em-up addicts. [Early '96]



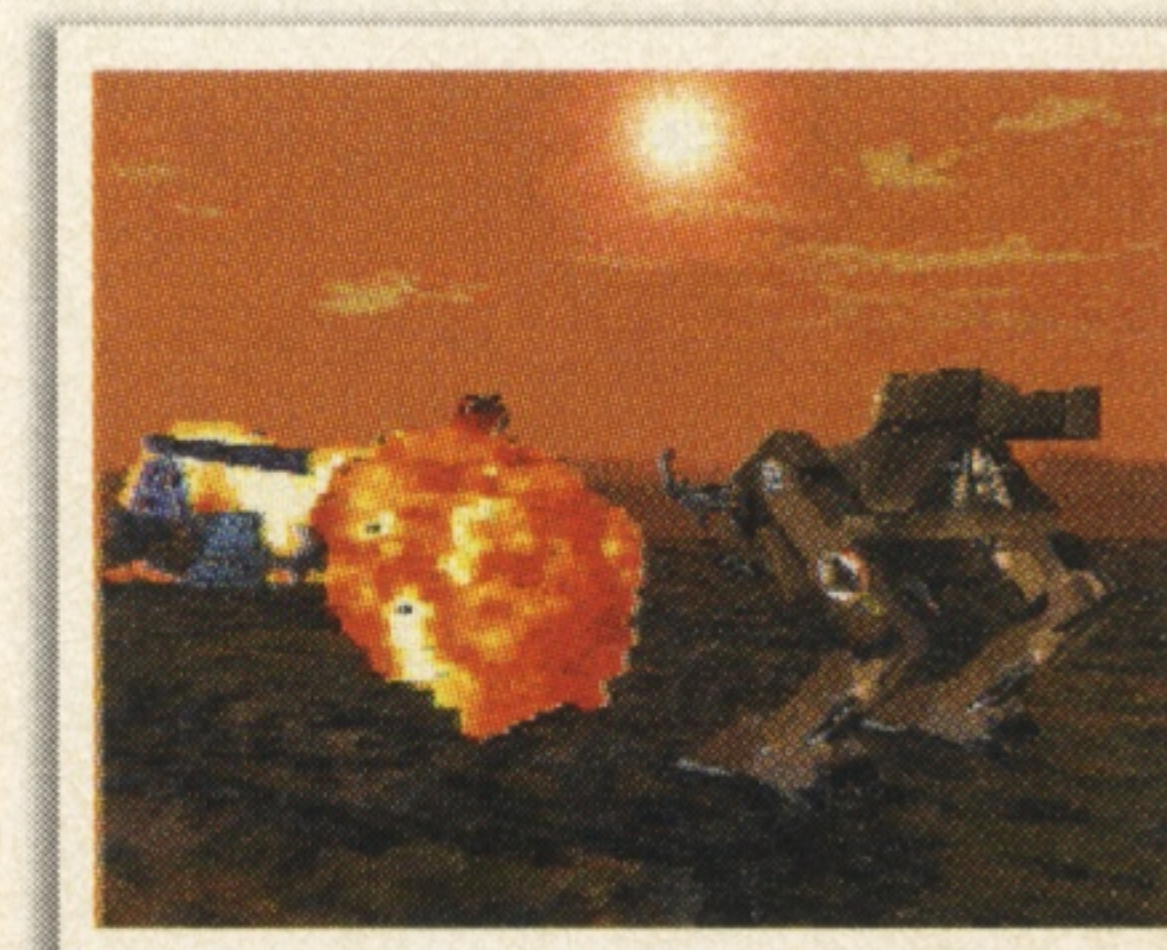
Madison High, ALG



LoadStar, BMG



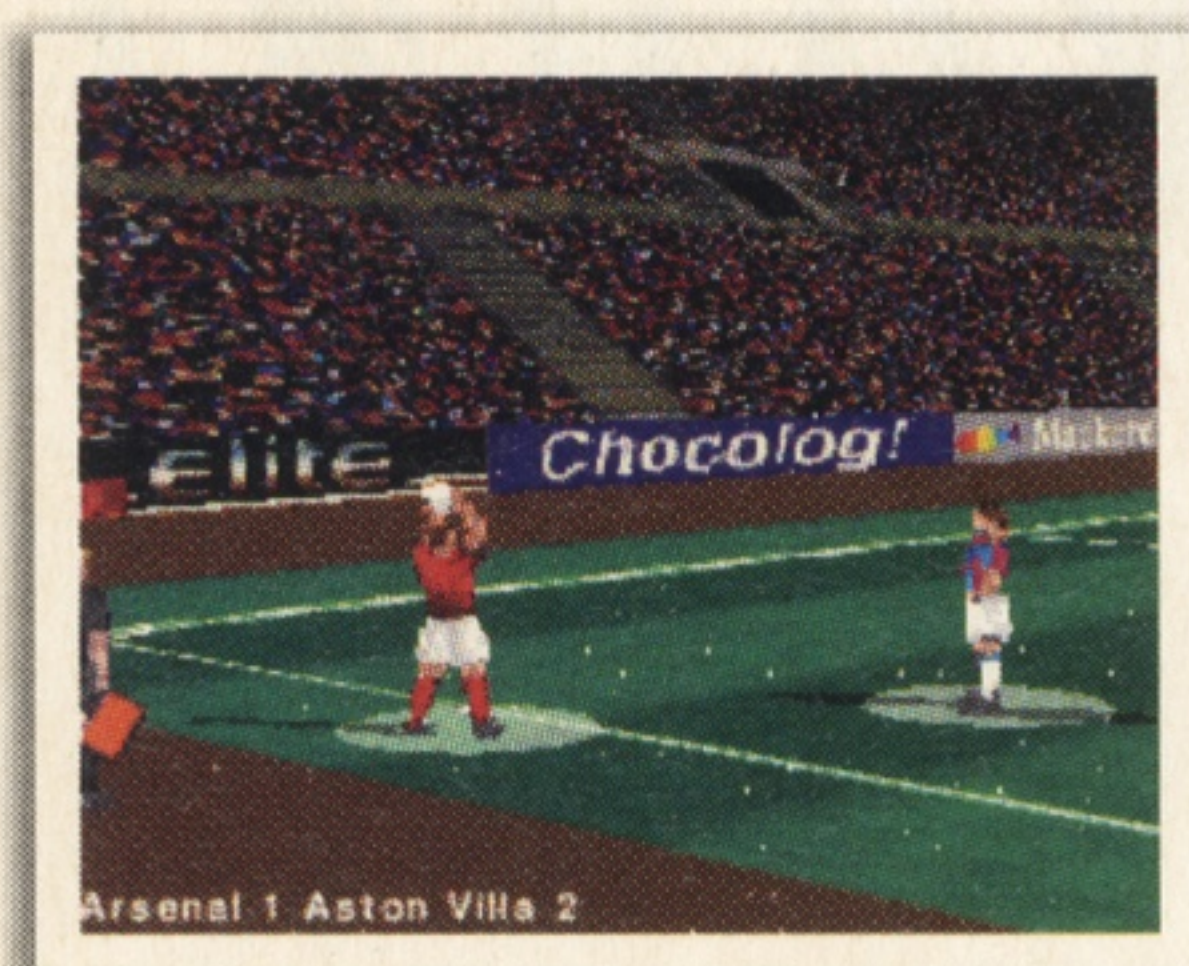
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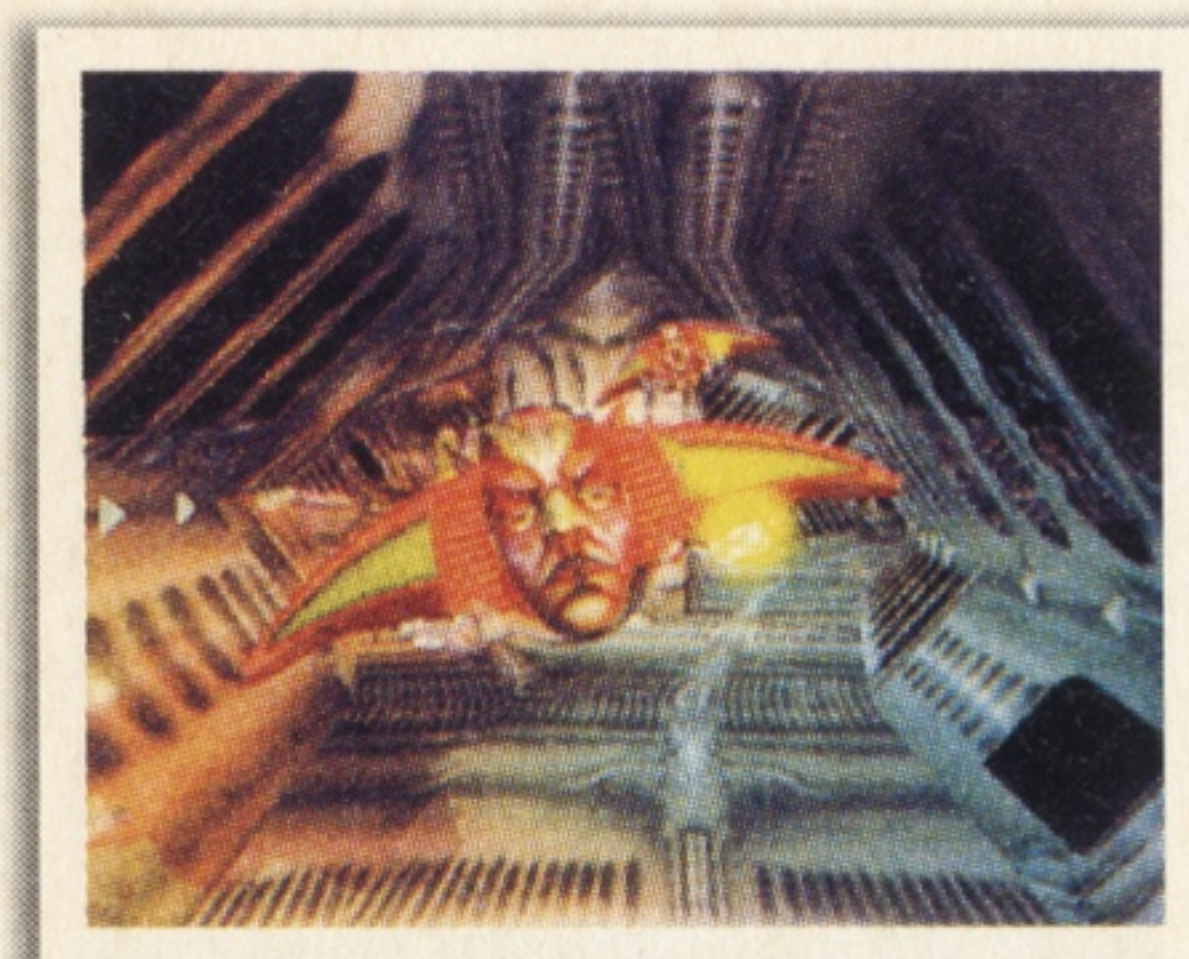
Prowler, Electronic Arts

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OnSide, Elite



Firewall, GoldStar

Sword & Sorcery: Curse of Junin

A huge Japanese RPG currently being translated into English. [Spring]

Tetsujin II

An extravagant multimedia package which stylishly merges various games in an all-action sci-fi scenario. [Spring]

The Tower

An intriguing sim-style game with the running of a skyscraper being the principal objective. [TBA]

PONY CANYON

F1GP

An officially endorsed, Japanese F1 racing sim. [TBA]

RUNANDGUN!, INC

Duellin' Fireman

A spectacular looking 50:50 mix of arcade action and interactive movie, it's described as an action adventure comedy with plenty of energy and set in weird, mutated environment. Should be good fun. [Soon]

STUDIO 3DO

3DO Baseball

Undaunted by EA's imminent Virtual Stadium release 3DO are hard at work with their own sim. [TBA]

3DO Decathlon

Up to eight players can compete simultaneously, while real-time 3D athletes are animated using motion capture. The events are 100m Dash, Long Jump, Shot Put, High Jump, 400m Run, Discus, 110m Hurdles, Pole Vault, Javelin and 1500m Run. [Early '96]

UNIVERSAL STUDIOS

Disrupter 7

Mark Cerny, of *Sonic 2* and *Way Of The Warrior* fame, heads up this much anticipated mega-game. A sci-fi riff on *Doom*, it features incredible graphics moving amazingly fast. 3DO themselves rate this very, very highly and expect it to be a 'killer app'. [Early '96]

US GOLD

Olympic Basketball

America's Dream Team is likely to be pick of the bunch in this eagerly anticipated title. [Early '96]

Olympic Soccer

Silicon Dreams believes they can beat *FIFA Soccer* and their game engine is already very slick. [June '96]

Olympic Games: Track & Field

15 events will test your thumbs to blister-point with button-bashing frenzies

such as the high jump, triple jump and 100 metres. Excellent fencing and pistol-shooting events provide some respite, but the main draw is getting lots of friends round and hammering them into the ground with the finger-crunching swimming. [July '96]

VIRGIN

Creature Shock

An imaginatively varied, science fiction themed FMV blast-'em-up with alternating tunnel and shoot-'em-up sequences. [Imminent]

Heart Of Darkness

Another World for the 32-bit, 3DO dominated next generation, first impressions suggest a stunning looking game. [1996]

11th Hour

The sequel to the million selling CD-ROM extravaganza, *7th Guest*. Release (on the PC) has been put back several times now which suggests that Virgin want it to be something rather special when it's released later this year. A CD-streamed adventure with a horrific bent. *11th Hour* will have either a 15 or 18 certificate. [TBA] □ ssw

3DO Magazine

M2

AMERICAN LASER GAMES

Shining Sword

A fantasy-themed project with an RPG element. Best of all, it's said to be in full 3D.

'Unknown Title'

ALG have gone on record to say they have another M2 game in development.

CRYSTAL DYNAMICS

Race Game

Despite falling out with 3DO in early '95, Crystal are now widely believed to be back on board with this much anticipated M2 project.

ELECTRONIC ARTS

John Madden '96

Unconfirmed as yet, but regarded as almost certain, a sequel to the sports classic.

Road Rash

Work is rumoured to be well under way on this eagerly anticipated mega-game.

INTERPLAY

Descent

Doom with a spaceship rather than a shotgun armed psycho. It's likely to be significantly enhanced over the PC game.

Clayfighter III

Likely to be one of the first M2 releases, this should take beat-'em-up claymation action to new heights.

Iron Blood.

This is an intriguing project by Take 2, the development team behind *Hell: A Cyberpunk Adventure*.

VR Sports

This isn't a game but a new Interplay brand-name for a series of sports sims which will be appearing on M2. Games so far announced include *American Football*, *Baseball*, *Golf* and *Soccer*.

KONAMI

The alliance with MEI over M2 coin-ops should ensure some awesome conversions to the home console.

SPECTRUM HOLOBYTE

Top Gun

A flight-sim for the 64bit generation. After lead development on PC, this is due for conversion to Nintendo64 and M2.

STUDIO 3DO

M2 Racing

A racer developed from the M2 hovercar demo.

Dungeon Game

Doom-type arcade-adventure

BattleSport 2

Cyclone are known to be very keen to do an M2 version of their 3DO I mega-hit.

Return Fire 2

The two-player arcade-strategy game was such a huge hit, this is likely to be one of the first M2 games to appear.

Starfighter 64

An M2 version of the superb futuristic flight sim is under consideration, although it could be dropped in favour of a *Deathrace 2000*-style blast-'em-up race game.

SSI

While no project have been confirmed as yet, the company president recently went on record to claim M2 'blew away' all compe-

tion. Currently under consideration are *DeathKeep 2*, *Star General* (the *Panazer General* sequel) and *Necrodome* (a PC racing blast-'em-up.)

UNIVERSAL STUDIOS

Disrupter 7

Although still unfinished, the 3DO I version is regarded as so awesome an M2 sequel is regarded as virtually inevitable.

WARP

D2

This is already being advertised in Japan and will use M2's MPEG chip for razor-sharp, pre-rendered graphics in a supremely atmospheric adventure.

WILLIAMS

The *Mortal Kombat III* deal with Panasonic is known to be just part of a broader agreement for other coin-op conversions and possibly original titles. Texture-mapped, digitised, motion-captured totally 3D mega beat-'em-up *War Gods* currently heads the list of possible candidates for M2. It's also rumoured Williams may adopt M2 for their arcade hardware.

Coming Soon In

3DO•12

On the 27th of June
Reviews of *Olympic Soccer*, *Iron Angel 2*
and *Creature Shock*, a
work-in-progress on the
awesome 15 event
Olympic Track & Field,
more *Game Guru*
codes, a complete
game solution, a full E3
report and lots more
M2 information.
Don't miss it!

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Is it worth waiting?

Yes.

32 bit CD machines are fine, but they
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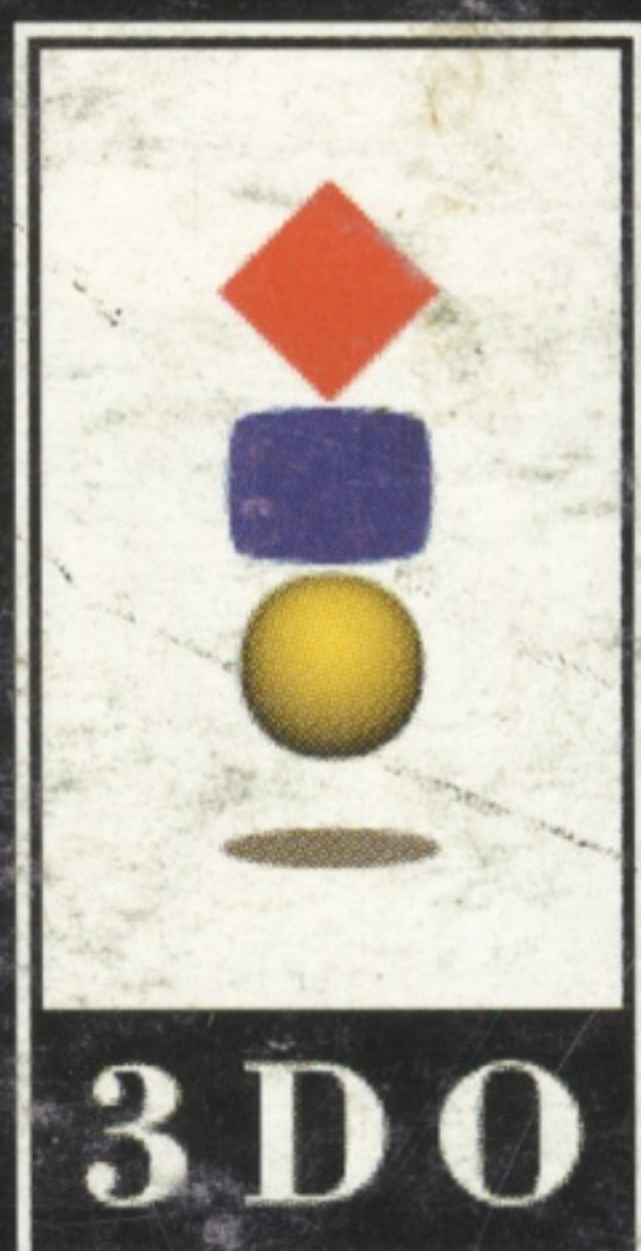
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